
N64 MAGAZINE
NINTENDO 64! GAME BOY! POKÉMON!
The UK's best-selling independent Ninte
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MARIO TENNIS
We've played it!
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new caribbean style
Sunny Delight
new caribbean
reach for the caribbean sun
and on you go.

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE
30 Monmouth Street, Bath, BA1 2BW
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Issue 46 October 2000

Next issue on sale 28th September
To find out why it's going to be fantastic, jump to p112

WELCOME TO N64 MAGAZINE

At 116 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.**

Don't be fooled by feeble imitations!

Aim to please!

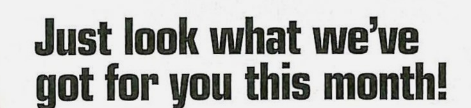
We've been jigging around the office with excitement this month. First off, we managed to bag the exclusive first review of Acclaim's third and final Turok blaster, *Shadow of Oblivion* – it's packed with big guns, even bigger monsters and lashings of gore. And it's on sale the day after this issue hits the shelves – turn to page 46 for Mark's huge review...

And then, after queuing for hours in a Japanese game store, Max sent us a copy of the superb *Mario Tennis*. We knew, after seeing it at E3, that Camelot's new sports title was going to be something a bit special, but it's surpassed all our expectations – and nearly prevented us from finishing the mag on time. Our six-page Special Investigation starts on page 26.

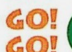
And, nope, that's not all. After the disappointment of Euro 2000, we're footie fans again. Konami's *ISS 2000* combines everything that made *ISS '98* so great with an intriguing RPG mode. We've yet to turn out an international superstar, but we've had plenty of fun trying.

Finally, Nintendo's Spaceworld show will be over by the time you read this. The shots we've seen so far look fantastic. More next month. We can't wait!

Andrea Ball
EDITOR



Just look what we've got for you this month!




THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 46, October 2000





FUTURE LOOK

Your first look at the *BIG* new N64 games!

N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 16! GO! GO!

BANJO the bear

Slowly but surely, *Banjo-Tooie*'s release date is sliding further and further towards Christmas. To all intents and purposes, though, the sequel to *Banjo-Kazooie* is finished – so while other Rare epics like *Conker* and *Dinosaur Planet* fall off the end of 2000, the bear and bird should return in plenty of time to gobble down their turkey dinner.

Banjo-Tooie is big. If you're in any doubt about just how colossal its worlds are, look no further than Chuffy. The steam train – which we'd bet good money is part of some hectic railway racing later in the game – is found stationed outside Grunty's factory, and stands at around 50 times the size of our heroes. When you consider that Chuffy and the sheds surrounding him – which are even more massive – make up just a fraction of the industrial-themed level they inhabit, that there's *another* similar-sized factory-esque world to explore, and that both levels make up just 25% of the *Banjo-Tooie* cart, you're looking at a rather large game, even by Rare's standards.

Taking a leaf from *Donkey Kong 64*'s book, *Banjo-Tooie* hands you control of more than just the one character, via carefully-placed floor tiles. After leaping clear of the bear's rucksack, Kazooie has the freedom to soar through the sky indefinitely, and Banjo can use the empty bag to help him swim, float, capture enemies and even take a quick, energy-restoring snooze. Mumbo Jumbo is able to step outside his skull-shaped home and take a stroll around the maps on his tod, too – you can bank on the path to the building-sized bosses (and the final confrontation with the Weird Witch Sisters) requiring timely use of each character to overcome locked doors, wrench-wielding enemies and tricky minigames.

MASTERY ***After leaping clear of the bear's rucksack, Kazooie has the freedom to soar through the sky indefinitely...***


It's Weldar, the colossal mechanical boss machine. And he doesn't look happy at all.

Bottles the mole has plenty of new moves to teach the duo when they're joined-up, too. The top-notch first-person shooting skill – where Banjo clutches an egg-vomiting Kazooie and tugs at his neck to reload – is the basis of *Banjo-Tooie*'s splendid four-player deathmatch, which takes place in sprawling arenas not unlike those found in *Donkey Kong 64*. Given that Rare have promised a "range" of multiplayer games, though, straightforward shooting won't be all that *Banjo-Tooie*'s multi-joypad modes have to offer – expect the game's wealth of one-player minigames, from sack racing and target ranges through to crocodile-based footy, to crop up as bonus multiplayer bouts, too.


INFO BURST

BANJO-TOOIE	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

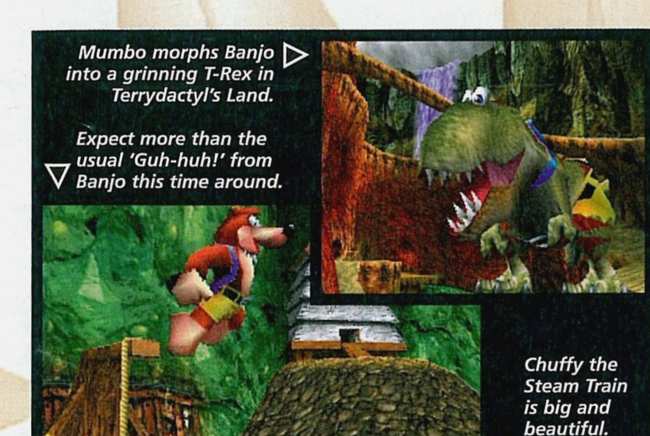
WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING


You can bet your life that Grunty Industries' Y-fronts empire is a cover for something much more sinister.

Just look how fiery worlds have progressed since Super Mario 64's Lethal Lava Land. Fantastic work, Rare.



Mumbo morphs Banjo into a grinning T-Rex in Terrydactyl's Land.

Expect more than the usual 'Guh-huh!' from Banjo this time around.



Chuffy the Steam Train is big and beautiful. Brings a small tear to our eye, it does.

There are reams of *Banjo-Tooie* bits and pieces that Rare have only hinted at to date – the pointy-nosed Jinjos in an expanded role, proper speech from Banjo the slack-jawed yokel, a guest appearance by one of Rare's 'veteran heroes', and – excitingly – the opening up of secret areas on the *Banjo-Kazooie* cart *other* than the places we know about in Sharkfood Island, Gobi's Cave and the Ice Key Cavern. But whatever bonus goodies crop up in *Banjo-Tooie*, you can be sure that the developers of *Banjo-Kazooie* and *Donkey Kong 64* will deliver a platformer *par excellence*. Be here next month for a *much* closer look...

-TOOIE
-rich project



That's a dangerous place to be standing without Kazooie to break the fall.



Kittsy was giddy after seeing the stunning underwater bits at E3.



A new first-person deathmatch from Rare? Be still our beating hearts.

Banjo's egg-spitting mode – think DK64's coconut gun practice.

Kazooie won't get much higher than this with Banjo hanging on.

TO BE CONTINUED... There'll be a big preview (and more struggling for new bear/bird puns) in **N64**/47.

LATEST SHOTS OF MIDWAY'S FUTURISTIC RACER!

Lap one of three and we're last again. The CPU racers aren't flawless, but they're certainly no pushover. You will hate them.

We fell off that bit of track to the right. D'oh.

San Fran of the future sure is purdy.

The garish night-time tracks are made to make your eyes water.

Shortcuts across water don't reap many benefits.

See the setting sun glinting off the car's bonnet there? That's attention to detail.

Nooooo! The one time the train happens to be on time. Typical.

That's what you get for approaching a ramp from the wrong end.

SAN FRANCISCO RUSH 2049

21st century whirls



INFO BURST

SAN FRANCISCO RUSH 2049

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

November | 2001

ANTICIPATION RATING

Even today, San Francisco – with its rollercoaster roads, idyllic harbourside runs and *that* bridge – makes a superb setting for a racing game. Fast forward to the future, though, and San Fran's neon cityscapes and inexplicable 100ft-high ramps make it better still – and mean that *San Francisco Rush 2049* can't fail to provide some truly rip-roaring racing.

Like previous *Rush* instalments, *Rush 2049*'s 'go anywhere' policy makes it the *Mario 64* of race-'em-ups. The courses are sufficiently sprawling if you stick to the track, but veer off the road and you'll uncover enormous worlds of hidden sidestreets, picturesque parks, transparent flyovers and underground lava pits. It's all too tempting to ignore the race and sprint off to explore every nook and cranny, and you'll be rewarded with the most extravagant of shortcuts – there's one heart-in-mouth section that takes you up a concrete ramp, through a glowing tunnel, onto a glass flyover, back down to a dirt track, then off a hill back onto the main raceway – all with the speedometer nudging 200kph.

Even if you ignore the eye-goggling delights to be had off the beaten track, *Rush 2049* will dazzle you with its good looks, from the eye-blindingly colourful scenery – including a night-time skyscraper-filled horizon that's lit like a million Christmas trees – to the glare of overhead lights bouncing off the perfectly polished cars. There's real-time lighting – if you stray away from the streetlamps at night, you'll be plunged into pitch darkness – and even without fogging, the game *never* slows down, even when you've roared out of a tunnel to find yourself flying hundreds of

MASTERY *Veer off-road and you'll uncover enormous worlds of sidestreets, parks and lava pits.*



You won't be seeing much of them in the actual race.

Fiddling with the gravity makes for gut-wrenching leaps.

Sadly, someone forgot to switch on those ridiculously tall lava lamps.

Use the car's wings to avoid a nasty end to sky-high leaps like this.

Not the most exciting stunt track, this one.

This desert area, though, is a beauty of a trick course.

The replays aren't of Ridge Racer quality, but they still 'rock'.

That handy little map to the right shows the sheer length of Rush 2049's winding tracks.

ISCO

metres high, with the entire city stretched out below. Interactive scenery – collapsible stop signs, explodable cactii and traffic cones that can be shunted into the distance – add to the feature-packed racing.

The handling perfectly complements *Rush 2049*'s tummy-tickling racing. The slightest hint of braking sends the car into a screaming powerslide, and fast 180° turns are easily pulled off. It's possible to tip the car up onto two wheels, drive up onto curved walls Italian Job-style, and even use your car's retractable wings to shimmy, flip and somersault as you accelerate off the top of a ramp into mid-air. Midway aren't taking *Rush 2049* seriously for a moment – there are even arcadey 'speed strips' that give you a cheek-wobbling burst of speed past the other racers.

Although Midway are planning only six tracks, seeing the end of *Rush 2049* will take months, thanks to the nerve-shattering AI of the computer cars – plus there's a supremely fast multiplayer *and* a gloriously over-the-top stunt mode based in deserts, warehouses and rainbow-coloured parks to busy yourself with when the one-player starts to pall. *Stunt Racer 64* might be languishing in development hell, but *Rush 2049* should mean the N64 won't be short of tyre-screeching, bonnet-bashing action come November.

TO BE CONTINUED... We'll have more on *Rush 2049* in a couple of issue's time.

Space Odyssey



New games span four consoles at Spaceworld 2K.

Nintendo's Spaceworld expo will have been and gone by the time you read this, and Mark will be back from Japan after getting his mitts on a bulging line-up of N64, Game Boy, GBA *and* Dolphin games.

The N64 looks set to throw up most surprises. *Mario Party 3*'s popped up from nowhere and *Pokémon Stadium 3* will be making its first appearance. There's fresh real-time strategy in the shape of *Echo Delta*, and *Animal Forest* – the first 'communication game', where you get to chat with the inhabitants of a huge forest. Sounds bizarre, but it's got Shigsy excited, so it *must* be good.

◁ *Surprise! No-one was expecting* Mario Party 3.



▽ *It's* Mario Kart Advance, *and it looks* fantastic.

The most promising-looking N64 game, though, is *Sin and Punishment*. It's a futuristic anime-themed shooter from Nintendo, and it's all set to steal the show. Combining elements of *Lylat Wars* and *Jet Force Gemini*, *Sin and Punishment* looks simply stunning, and – judging by the screenshots – it's not far from completion, either.

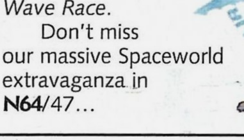
Nintendo will be heavily promoting Game Boy Advance, too, with most hearts likely to be jittering over a playable version of *Mario Kart Advance* – see Planet Game Boy page 35 for more on that, and feast your eyes on the gorgeous screenshot elsewhere on this page. Other GBA wares include an unexpected conversion of Konami's PlayStation survival horror *Silent Hill*, RPG *Golden Sun*, and the 'simplest action game in the world' in the shape of *Kuru Kuru Kururin*. There'll be some top-notch Game Boy Color stuff, too, including *Donkey Kong Country*, *Mario Tennis*, *Zelda*, and *Zonar: Mystery Man* – an intriguing quiz game which allows you to download questions from your TV or video recorder. Confused? So are we...



△ *Nintendo's* Sin and Punishment *looks set to blow away* Lylat Wars.

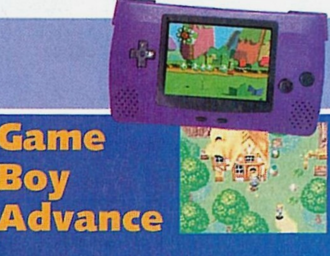
And Dolphin? "Technically, demos could be shown of what developers have been working on," says our source. "But, personally, I'd prefer to see the games. I want to see a *Mario* from Miyamoto." He could be in luck. Rumours suggest that Shigsy is ready with demos of *Mario* and *Zelda* on Dolphin, and – just maybe – a next-generation *Wave Race*.

Don't miss our massive Spaceworld extravaganza in **N64**/47…



THE CONFIRMED LINE-UP

Just some of what's at Spaceworld 2000...





N64

Mario Party 3 • Banjo-Tooie • Mickey's Speedway • Disney Dance Revolution • Mega Man 64 • Mysterious Dungeon 2 • Custom Robo 2 • Echo Delta • Leader of Animals • Animal Forest • Sin and Punishment • Ultimate War • Shiren's Castle

Game Boy Color

Dance Dance Revolution 2 • DK Country • Pokémon Puzzle League • Zelda: Triforce Series • Mario Tennis • Mega Man X • Harvest Moon 3 • Puzzle Bobble Millennium • Disney Pop 'n' Music • Pocket Puyo-Puyo • Zonah: Mystery Man

Game Boy Advance

Mario Kart Advance • Silent Hill • Golf Master • Konami Wacky Racing • Kuru Kuru Kururin • Golden Sun • Napoleon



POKÉ WATCH

POKÉPOWER

Pokémon... have power

Predictably, the recently released second Pokémon movie, The Power of One's packing cinemas right across the States. And a recent 'behind-the-scenes-of-the-movie' TV show, featuring celeb popster Christina Aguilera, the lads from 'N Sync *and* the legendary Kobe Bryant only fuelled the rush for tickets. Pokéfans are actually getting two films for their dollars – the main feature is preceded by a short film called Pikachu's Rescue Adventure. We expect The Power of One to be released here in time for Christmas. Best start queuing for a seat now then...

POKÉBURGER PART II

Pokémon... with your tea

There's more Pokémon-related tomfoolery happening at Burger King this month. This time, instead of the 57 character toys, pokéfans will find one of 16 Interactive 3D Pokémon Power Cards bundled with their Kids Club Meal. We're not quite sure how the cards work, but apparently if you slot them into a base holder which matches their elemental type, they do funky things like light up, play sounds or glow in the dark. And with only 16 to collect, that's fewer burgers to munch through before you catch 'em all.

Making waves

Dolphin rumours hot up as Spaceworld approaches...

As Nintendo prepare to hold Dolphin aloft for all to see at the Spaceworld show in Japan, there's been a flurry of rumours regarding the hotly-anticipated follow-up to the N64, still due for release in the UK in the first half of 2001.

First, there's the name. Speculation is rife that 'Star Cube' is the final name of Dolphin, and Nintendo of Sweden's website has reportedly confirmed it. We spoke to a well-placed source who believes that only Spaceworld will hold the answers. "The theory is pretty convincing," he says, "but I doubt even Nintendo of America know. It's something that Nintendo of Japan are keeping to themselves."

The most exciting news is that Nintendo are all ready to reinvent game controllers with the Dolphin joypad. "The development kits come supplied with the finalised controllers," reveals our source. "And there are certainly weird things about it. Our reaction when we first saw it was 'What the heck?'. But once you're actually holding it in your hands, it *feels* right – just like the N64's controller. That won't stop you being surprised when you clap eyes on it at Spaceworld, though!"

That joypad will give you control of the world's most staggering videogames. "The power that we were hoping for from Dolphin has actually been realised," reports our source. "It's met all our expectations, and can throw out some absolutely gorgeous visuals. Expect even averagely-talented developers to match the very best of the PlayStation 2's output, and teams like Rare and Nintendo to produce stuff at least five to ten times better than the stunning-looking *Metal Gear Solid 2* on PS2."

DOLPHIN SPEAK!

Part ten in our monthly guide to overly-complicated Dolphin jargon...

No.10: Polygons

Objects in a 3D game are constructed from triangular shapes known as polygons. The more polygons the machine can draw, the more detailed the objects can be – you could have larger levels in a first-person shoot-'em-up sequel, or draw every hair in Mario's moustache, for example. The trade-off for using high-polygon models on current systems is that the more you ask it to draw, the more the machine struggles to keep up. Compare *F-Zero X*, which uses very simple models and runs at 60 frames per second, with *Perfect Dark*, which has complicated graphics and effects, and runs at 20fps.

The ArtX graphics chip in Nintendo's next-gen machine is so powerful that developers won't have to sacrifice graphical detail for smooth gameplay. With an array of visual effects turned on, Dolphin can draw more than 150,000 polygons per frame, 60 times per second – a total of around nine million per second. To put that in perspective, the N64 can manage around 2,500 per frame, or 150,000 per second. Just imagine how good those next-gen games are going to look...

Despite the enthusiasm, there's worrying news from Nintendo President Hiroshi Yamauchi that Dolphin will be taking a back seat to Game Boy Advance in Japan. "We are distancing ourselves from the intense competition of the home-use game machine market," he told a Japanese newspaper. "Nintendo's strategy of producing sure-fire hits from a few selected titles isn't working. We will take a step back from the console war and focus instead on the dominant handheld market."

So are Nintendo giving up on Dolphin? Not at all, according to our spy. "It's not surprising that Japan's less concerned about Dolphin," he says. "They've got the Game Boy Advance lined up and ready for launch, so that will be their emphasis at Spaceworld. But Nintendo of America are very much behind Dolphin – they'll do everything within their power to make sure the machine is a huge success."

In fact, according to Yamauchi, Dolphin is integral to Nintendo's strategy of compatibility across platforms. "We'll suggest new ways of using Game Boy Advance, including swapping characters and linking up to Dolphin machines," he says, hinting that The Big N will first concentrate on making Game Boy Advance a huge success, then reveal link-up capabilities, ensuring that no GBA owner will be able to resist Dolphin.

Nintendo aren't prepared to give Sony an easy ride – Minoru Arakawa points out that "PlayStation 2 games just aren't selling in Japan. We can compete with better software prices, and many companies are approaching Nintendo already".

We'll have the full story on Dolphin (or Star Cube as it may well turn out to be) from Spaceworld next month...




Crowds will flock to the show's 100 playable Game Boy Advances.



GO! GO!

POKÉROM

Pokémon… make good teachers

Over in the States again, the US-based Learning Company has launched a new range of educational CD-ROMs, each featuring one of ten popular Pokémon. Games include a multiplayer quiz incorporating 200 questions on subjects like maths and literacy, and there's also the chance to pay a visit to an Observation Lab for some



Pokémon Snap-style wild Pokémon hunting. Best of all though, each CD-ROM deposits a spangly new Pokémon on your desktop, so the more flavours you collect the bigger your Poké collection.

POKÉCHEESE

Pokémon… love macaroni

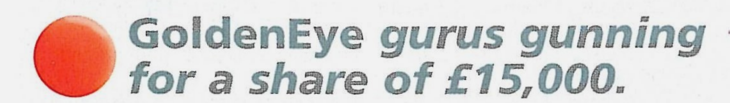
Kraft, purveyors of limp, processed cheese slices have had their website invaded by Pokémon. Visitors to www.kraftfoods.com/thecheesiest will find, alongside ads for Kraft's Macaroni & Cheese dinner, a Pokémon creative corner featuring a grid to help you draw Marill, and a Poliwhirl sliding block puzzle. The drawing exercise is particularly neat – just print off the page, use the squares to accurately copy Marill and then colour it in. Top.



There are more **SHORT CUTS** on page 14



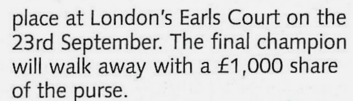
Blood money



GoldenEye *gurus gunning for a share of £15,000.*

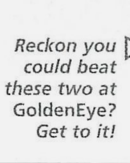
Did you remember to sign up for the Gameplay UK Console Championships? If not, you'd best get moving. Almost all the regional heats of the *GoldenEye* playoffs – sponsored by N64 Magazine – have been and gone, leaving a handful of 007-wannabes a step closer to a share of – gasp! – £15,000.

The N64 portion of the championships – just part of a massive tournament involving N64, Dreamcast and PlayStation multiplayer bouts – have so far seen 700 eager N64 owners taking part in *GoldenEye* deathmatches all over the country. Andrew Thomas from Guilwern collected £250 as the winner of the Welsh heat, with Hertford's David Dixon pocketing £110 as runner-up, and both now go on to the national final at the Live 2000 Entertainment Exhibition, taking place at London's Earls Court on the 23rd September. The final champion will walk away with a £1,000 share of the purse.



Want a piece of the action? Six of the eight finalists have already been chosen, but if you fancy your chances of filling one of the final two slots, you'll need to attend the London heat at Posthouse Regents Park on September 9th – call in at the championship's official website at www.ukconsolechamps.com, or give the organisers a call on 020 7388 0004.

Or, if you'd rather watch the eye-tremblingly exciting final playoffs for yourself at Live 2000, visit the event's website at www.live2000.com or call 0870 736 2000 for booking information – you'll save a packet if you book in advance. As well as the final tournament stages on the colossal Gameplay stand, Live 2000 gives you the chance to glimpse the future of technology – including TV, DVD, home cinema, hi-fi, mobile phone and MP3 technology. Blimey!



Reckon you could beat these two at GoldenEye? Get to it!



Finally there's a good reason to visit the Millennium Dome. Bring your best Pokémon for battle!

Dome Sweet Dome

Catch 'em all at the Millennium Dome.

Last month we brought you news of the all-singing, all-dancing Pokémon musical. Now Nintendo's ever-popular monsters are set to take over the Millennium Dome in their own special, three-day Pokémon exhibit.

Taking place on the 1st – 3rd September, the Pokémon Adventure sees Nintendo joining forces with The Wizards of the Coast – the manufacturers of the massive Pokémon Trading Card Game – for a day of pure gaming pleasure inside the giant white tent on the bank of the River Thames. Challenge other visitors to a Trading Card bout, try your hand at *Pokémon Red*, *Blue* and *Yellow*, or just wrap your arms around the giant cuddly Pokémon who'll be bouncing around the event.

Plus, you can watch the grand final of the Pokémon UK Championship unfold on the first day, and wave the champion and his family off on their all-expenses paid trip to Sydney, Australia.

Interested? If you're aged between 5 and 15, bring a parent with you and you'll be allowed access to the Dome for free – saving you a massive £17 on the usual family ticket price, and giving you access to every exhibit tucked inside the massive Millennium Dome. Ring 0870 241 2337 and yell 'Pokémon Adventure!' at the person who picks up the phone to book your tickets in advance – lines are open from 8am every day. Thousands are expected to turn up, so you'd best get dialling pronto…

NEW GOODS

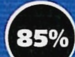
in association with
Call them on: 01993 844885 WICKED WARE



POKÉMON BADGE AND MAGNET MOULDING SET

www.etoys.co.uk • £6.99

Sometimes you have to love working at **N64**, especially when Her Stickness commands you to spend an afternoon mucking about with plaster, moulds and paint. Pour the mix provided into the mould, leave it to set, pop it out of the mould, wait and then apply any of the eight varieties of paint. Use them as a fridge magnet or as a badge – the choice is yours! The quality of the stuff produced is usually top – our magnets are ugly because we're rubbish.



85%

TALKING TOGEPI PLUSH

The High Street • £19.99

Martin had a birthday recently (he refuses to say which, but tells stories from the Roman Empire) and we clubbed together and bought this for him. It's huggably big and huggably round, but beware squeezing the big egg too hard, since it will gleefully let rip with a loud, clear chant of its own name. Not only does it react to a smart smack across the rear, but, strangely, it also seems to know when the lights have been switched off. Brill.



94%

POKÉMON SKIN STICKERS

High Street • 99p

These reusable stickers closely resemble the excellent Pokémon temporary tattoos on offer around the nation as we speak. You get a sticky sheet of around eight neat monsters to stick and re-stick on any surface desired, particularly human skin. They aren't quite as pleasing to use as the tattoos, but you *can* use them more than once, which makes them more of a lasting investment. Eventually, of course, the stick goes away, but for 99p you can't really complain.

80%

WWF COLLECTOR CARDS

Comic Images • 020 8393 3334• £1.99

Coming in both *Smackdown* and *No Mercy* flavours, these shiny, impressive cards feature a variety of everyone's favourite acrobatic Big Daddies. There are some pretty good photos on the front of the cards, and you'll find a descriptive bit of text on the back, together with a few of your rassler's vital statistics. As a reference guide these aren't bad, but there's actually little incentive to collect them, because you can't do anything with them. The binder's pricey, too.

71%

POKÉMON GAME BOY WALLET



Wicked Ware • 01993 844885 • £7.99

We like a good Game Boy wallet, and this solid, yellow, Pika-adorned pouch comes complete with a zip-up bit on the front to store a couple of games in. It's conveniently sized to fit any type of Game Boy and there's a solid velcro strap on the back that serves as a belt clip – a shoulder strap might have been nice as well. Reasonably priced, this is well worth considering.

83%

POKÉMON SPONGE BATH BUDDIE

Wicked Ware • 01993 844885 • £4.99

Similar to a normal cuddly toy, only made out of shiny, plastic-related stuff, this spongy Pikachu has a sucker cup protruding from his head for attaching to the bathroom tiles. Inevitably, because he's made from different fabric, he looks a bit scary and deformed, and after a week's worth of soap we'd imagine he looks even worse. Still, nice idea and quite pleasing.

84%

WIN!

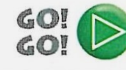
A BATHING COMPANION!

Remember folks, bathwater and **N64** Magazine are not the best of friends, so we're providing something to keep you riveted during those yearly self-washing chores:

What should you not throw out with the bathwater?

a) The rubber duck
b) The flannel
c) The baby

Answers on an amusing seaside postcard to:
'Splish, splash, I was taking a Bath' Compo,
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
Answers in by 28th September, please.



POKÉMARBLES

Pokémon... lose their marbles

Now available in the crazy old States is a game of marbles branded with everyone's favourite tykes. Each of the transparent, coloured balls has a creature encased within it, and the game also comes with a launcher, a mat, a magnifying glass and a motorised tray to grab the marble and move it into position. It should be a tasty piece of kit, with lots of scope for collection and battling and we hope to find it on the shelves of local toystores very soon...

POKÉMEW

Pokémon... are ancient



If you were lucky enough to have been awarded a limited edition Ancient Mew trading card when you watched Pokémon the Movie 2000, Nintendo have revealed how to use it. Simply pay a visit to the official Pokémon website at www. pokemon.com/news and the card's strange markings will be deciphered for you.

POKÉRUMMY

Pokémon... play at baize tables

Keep your eyes open for a deck of 63 round playing cards adorned with Pokémon. Make a run of evolving Pokémon, a pair of matching monsters or use your joker to steal a card from your opponent.

RETROWORLD

Some games mature with age. Like leftover pizza.

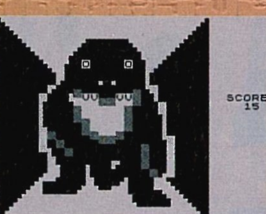
3D MONSTER MAZE
New Generation, 1981

While the twin siblings of Joshua Fireseed scatter the brains of dinosaurs in *Turok 3* this month, it's worth tracing first-person dino-chasing back to its origins – namely the outrageously primitive *3D Monster Maze* on the ZX81.

"The management warn that this is not a game for those of a nervous disposition," claimed the text-only intro to *3D Monster Maze*. It was only half-joking. The power of Sinclair's ZX81 computer couldn't hold a candle to the humble Game Boy Pocket, but with only blocky black-and-white visuals and 16K of memory at their disposal (that's a fraction of the space on an official N64 Controller Pak), New Generation managed to create a fast-moving 3D maze, a screen-filling Tyrannosaurus Rex, and arguably the early '80s most terrifying game.

Once the game's cap-doffing ringleader had finished his spiel, the aim of the game was pitifully simple – scamper around the maze, avoid the stomping T-Rex, and track down the solitary exit. Not knowing if the dinosaur was ready to pounce around the very next corner made for unbearable tension, and without an ability to run backwards, instant panic was the usual result of meeting the toothy monster face-to-face. With one-line reports of the dinosaur's movements flashing by at the bottom of the screen ("Footsteps are approaching!" or – worse – "The Rex has seen you!"), *3D Monster Maze* was enough to have waterfalls of sweat tumbling down your forehead.

Monster Maze might look like a poor man's Game & Watch today, but it's still a brilliant lesson in how to make games utterly gripping by keeping them relatively simple – an ideal that the increasingly looks-heavy *Turok* series seems to have left far behind.





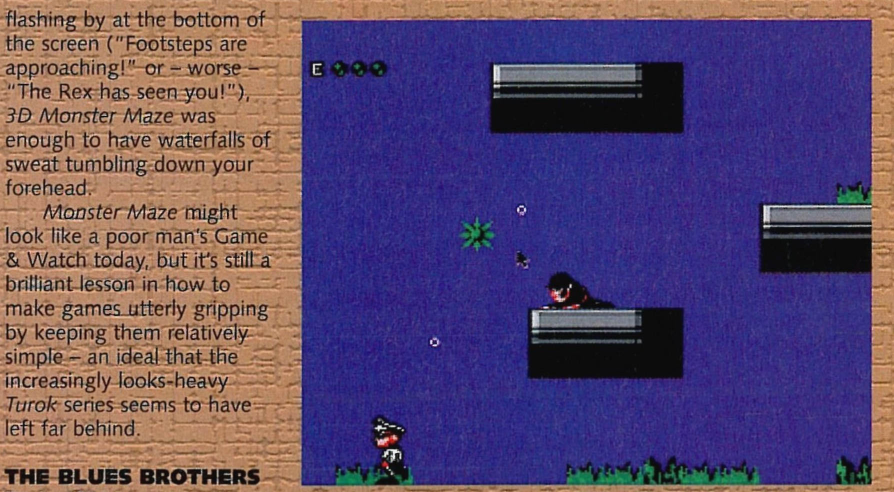
THE BLUES BROTHERS
Titus, 1991

Just to prove that hateful Blues Brothers games are nothing new, here's Titus' first stab at a game based around the cult movie. If anything, *The Blues Brothers* on the NES was even more detestable than the N64 version we've reviewed in this issue.

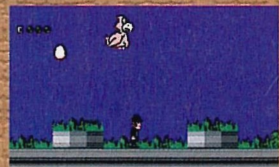
With all of two frames of animation on the lead characters of Jake and Elwood, and the first section of the game restricted to the barren grey background of a department store, *The Blues Brothers* certainly didn't set out to dazzle from the beginning. Titus weren't willing to make much effort on the originality front, either – this was a tiresomely generic side-scrolling platformer, with your behatted boys even posthumously leaping up and off the screen in a direct ripping off of Mario's own death throes.

The Blues Brothers' levels didn't seem to be 'designed' as much as 'thrown together at random'. Comprising mainly joypad-smashing precision jumping and laughably bad swimming sections – where the blue blocks of water had no effect on Jake and Elwood except to make them jump a bit higher – the game was as boring as it was ugly. And the enemies were truly cretinous – frozen guards in Gestapo uniforms who'd occasionally fire a gunshot, and bouncing spiky green balls that had as much to do with the movie as the sharks that wandered across the riverbeds.

With some of videogaming's most offensive music, and a two-player co-op mode which couldn't even be bothered to keep both characters on-screen at the same time, *The Blues Brothers* was, in retrospect, the perfect *entrée* for the N64's dire *Blues Brothers 2000*. Utter, utter rubbish.







COMING SOON

Updating you on the N64 games of the future

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Q & A

Stadium 3 includes every Pokémon ever created, then?

You're looking at all 151 Pokémon from the Red, Blue and Yellow versions, plus the 100 extra monsters that crop up in Gold and Silver.



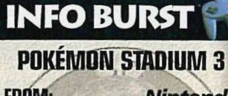
And that's it?

Technically, yes. The presentation has been tidied up a bit, and the Cup, Castle and Gym Leader battles have been replaced with some fresh challenges. Otherwise, though, Stadium Gold/Silver simply delivers more visually outstanding Pokémon battles, both with the CPU and against your mates. Which is exactly what we were hoping for.

INFO BURST

POKÉMON STADIUM 3	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

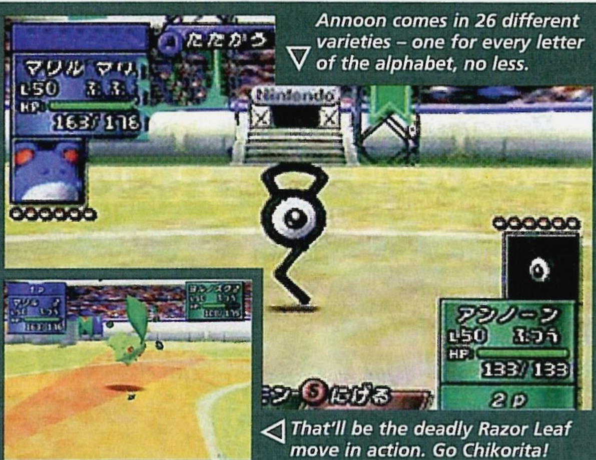
WHEN'S IT OUT?



TBA TBA Winter

ANTICIPATION RATING

▽ With all these new monsters, Correction Corner will once again be stuffed with mistakes we've made with Pokémon names.



▽ Annoon comes in 26 different varieties – one for every letter of the alphabet, no less.

◁ That'll be the deadly Razor Leaf move in action. Go Chikorita!

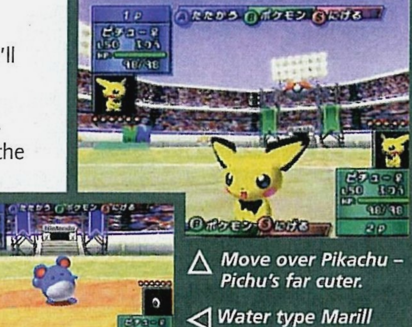
Pokémon Stadium 3

Pokémon gladiators, we salute you.

Japanese Pokémaniacs have spent well over eight months basking in blistering *Pokémon Gold* and *Silver* battles. Now they're all set to see those monster scraps come alive in eye-goggling 3D on their N64, in *Pokémon Stadium Gold/Silver*.

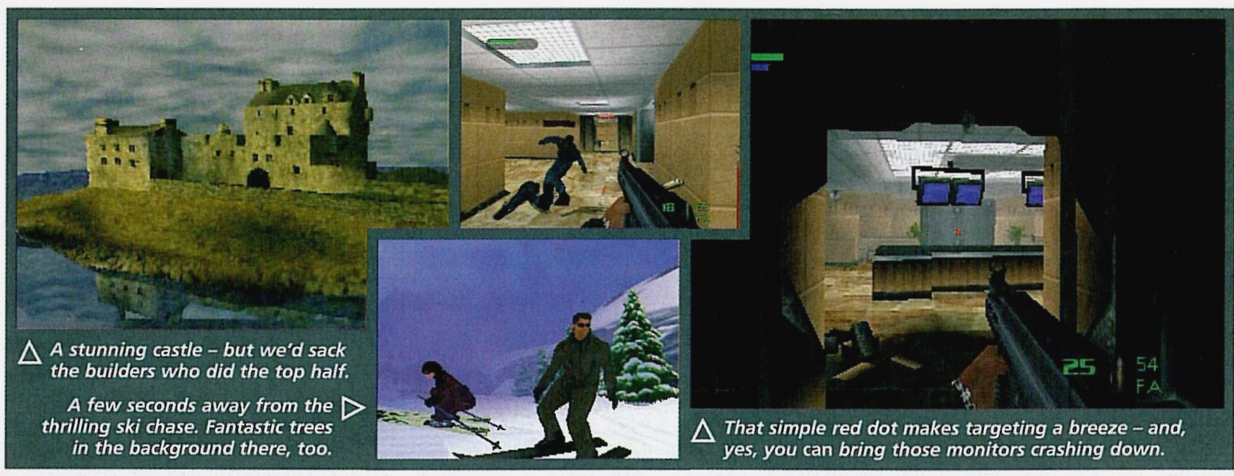
Temporarily known as *Pokémon Stadium 3* (the UK version of *Pokémon Stadium* was actually the second version of the game in Japan), Nintendo's latest will be virtually indistinguishable from its predecessor, save for the 100 new *Gold* and *Silver* Pokémon. By slotting your Game Boy cart into the N64's Transfer Pak, you'll be able to watch your very own Togepi, Pichu, Marill or Hoo Hoo smacking rival Pokémon in the face with energetic, eye-popping attacks borrowed straight from the Game Boy titles.

Typically, Nintendo aren't giving much away, but there are plans for some kind of gigantic *Pokémon Stadium 3*-related tournament at Spaceworld. We'll bring you every last drop of news in the very next issue.



△ Move over Pikachu – Pichu's far cuter.

◁ Water type Marill will be walloped by the Psychic Annoon.



△ A stunning castle – but we'd sack the builders who did the top half.

A few seconds away from the thrilling ski chase. Fantastic trees in the background there, too. ▷

△ That simple red dot makes targeting a breeze – and, yes, you can bring those monitors crashing down.

The World is Not Enough

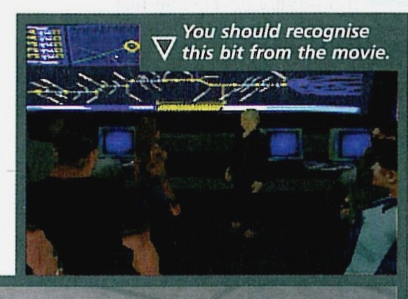
Wave goodbye to GoldenEye.

It's almost here, and it's looking better than ever. On the strength of this latest footage of *TWINE*, Eurocom's Bond-based blaster looks set to land a massive punch on *GoldenEye*'s gob – and maybe even do the impossible by giving *Perfect Dark* a few cuts and bruises, too.

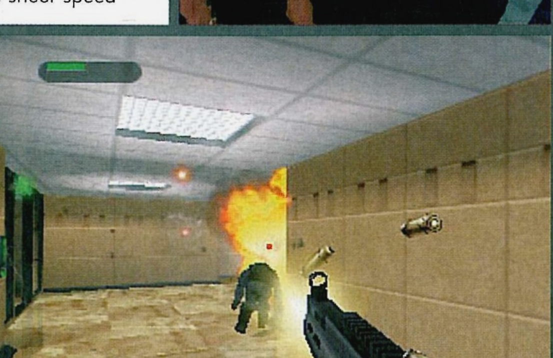
Superb set-pieces are the order of the day in *TWINE*, and you'll scarcely turn a corner without something or someone crashing into view – even approaching an innocent metallic staircase means there's every chance a sudden detonation will send a segment of the walkway clattering to the ground. There's ample opportunity to savour Eurocom's obsessive attention to detail – explosions even feature glowing embers that leap clear of the main blast, and puffs of smoke rising slowly as the dust settles.

Enemy behaviour will test even the most experienced of *GoldenEye* veterans. IQ-laden guards scamper into the shadows underneath staircases and duck below the bottom of windows to avoid the kind of cheeky glass-shattering death that *Perfect Dark*'s enemies fall for time and again. Renard's henchmen even die convincingly, somersaulting away after taking a shot in the shoulder, or crumbling slowly to the floor in excruciating pain as their bullet-torn hearts shuts down for the night.

The multiplayer is also coming on in leaps and bounds, with the sheer speed and violence of the battles between Bond, Elektra, Christmas Jones, Renard and the rest of the gang threatening to topple *Perfect Dark*'s Combat Sim as our deathmatch of the moment. Stay tuned for a ginormous Future Look in **N64**/47.



▽ You should recognise this bit from the movie.



◁ Those R-activated red sights look very familiar. Rare must be livid.

With careful use of grenades and guns, you can barbecue a guard's face. ▷

Q & A

TWINE's looking pretty good?
The attention to detail in the environments gives Rare a run for their money. Exit and 'No Smoking' signs adorn the levels' walls, fire extinguishers can be seen dotted around the MI5 building, and parasols and sun loungers sit next to swimming pools that shimmer as they reflect the light above. Incredible stuff.

And what about the game's weaponry?
Keep an eye out for the Wolfram P2K, Raptor Magnum, Deutsche M45 and the Watch Stunner – GoldenEye's watch laser in all but name. They sound gorgeously meaty now, too, after previous pathetic pop-gun sounds.



Plenty of top-notch blasting fun, then.
We've witnessed Bond sliding bombs along the ground to tear apart distant enemies, and the kind of staggering reload animations that helped make Perfect Dark feel so convincing. Watch, jaw agape, as Bond rips an expended clip from an assault rifle, chucks it to the floor, then inserts a fresh batch of ammunition. GoldenEye is history.



INFO BURST

THE WORLD IS NOT ENOUGH

FROM:	EA/Eurocom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING: 5/5

GO! GO!

Q & A

That lorry chase level looks very familiar...
It's Tarzan all over again, basically. And those 'jumping off shop canopy' sections are positively geriatric – they made their first appearance back in Aladdin on the SNES.

Looks nice, though.
Yep – there's no question that Donald Duck will look fantastic, using the same pretty multi-layered backgrounds that have been the hallmark of the best Disney games. Because of the game's fixed path, Ubi Soft can put the N64's power to use on the deliciously attractive scenery.



Bad guys?
Lots for the duck to get his fists into. Angry moose, Disney-style workmen with thundering pneumatic drills on girders, and mantraps big enough to slice their way through an entire family of ducks obstruct Donald's path throughout the game.

How many levels of this are there?
24 in all, spread across four different worlds. Expect city streets, grassy woods, lava lands and more.

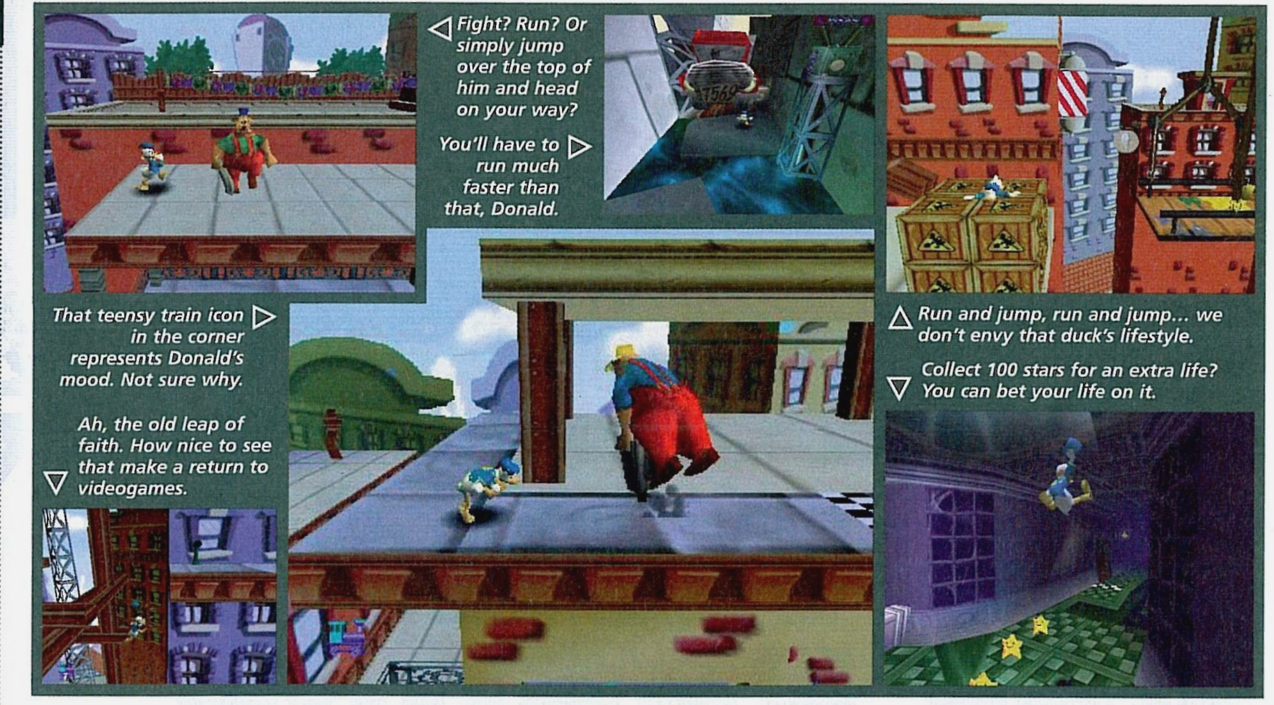
INFO BURST



DONALD DUCK	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
US: Autumn — UK: Autumn — Japan: TBA

ANTICIPATION RATING



Fight? Run? Or simply jump over the top of him and head on your way?

You'll have to run much faster than that, Donald.

That teensy train icon in the corner represents Donald's mood. Not sure why.

Ah, the old leap of faith. How nice to see that make a return to videogames.

Run and jump, run and jump... we don't envy that duck's lifestyle.

Collect 100 stars for an extra life? You can bet your life on it.

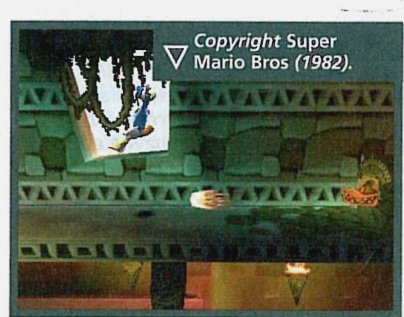
Donald Duck

A duck ready for a roasting?

It's Disney platformer time again, then. While Rare are busy polishing off *Mickey's Racing USA* – a thoroughly un-Disney-like videogame – Ubi Soft are ready with what's all set to be another slab of familiar 2D platforming.

The formula's the same as ever – run from left to right, avoid robot-like wandering enemies, jump over gaps, collect stars – but *Donald Duck: Quack Attack* tentatively dips its toes in the sea of originality with an intriguing 'mood system'. Different attacks are available depending on how angry the feathered freak gets (i.e. how low his health is), giving you a range of moves from a simple punch to a billowing dust cloud of wildly waving fists, protruding feet and amusing clanging noises – in the style of all the best Donald Duck episodes.

Like Ubi Soft's own *Rayman 2*, *Donald Duck* owes more than a little to the PlayStation's *Crash Bandicoot*. In addition to the side-scrolling bits, *Donald Duck* features several sections where the grumpy duck is running *into* the screen, falling into lava and leaping over – get this! – platforms that slide in and out of walls. The return of Disney's patented 'running out of the screen away from something really big and fast' levels is also assured.



Copyright Super Mario Bros (1982).

Thanks to the *Rayman 2* engine, *Donald Duck* certainly looks the business – the eyes on the stars give them a satisfying *Mario* look. After the relative disappointment of *Kirby*, let's hope Ubi Soft have tucked enough fresh ideas into this to rekindle our love affair with 2D platforming.



How Donald ended up on the rooftops is anyone's guess, but it's surprisingly busy up there.



The authentically Disney-style backgrounds are gorgeous – Walt himself couldn't have done better.



Q & A

What's the Smackdown Mall?
As you win Championship points, your wrestler earns cash, which can be taken to the Mall and exchanged for all manner of bonus moves and props. Even bonus wrestlers are sitting on the shelf – The Undertaker and Dude Love can only be unlocked at the Mall, and they don't come cheap.



So there's more than one arena now?
We've seen 10, from Raw Is War and Summerslam, through to Backlash and Armageddon. And they look simply fantastic.

And wrestlers?
Around 60 in total, all suitably authentic. Kane, Mr Ass, Perry Saturn, the Godfather, Scotty Too Hotty and Chyna are present and correct, and they're joined by every member of their respective clans.

And blood?
Definitely not. As we explained in last month's Special Investigation, blood will only be found in the American version of the game, so contact your importer if you want to see the red stuff run free.



INFO BURST

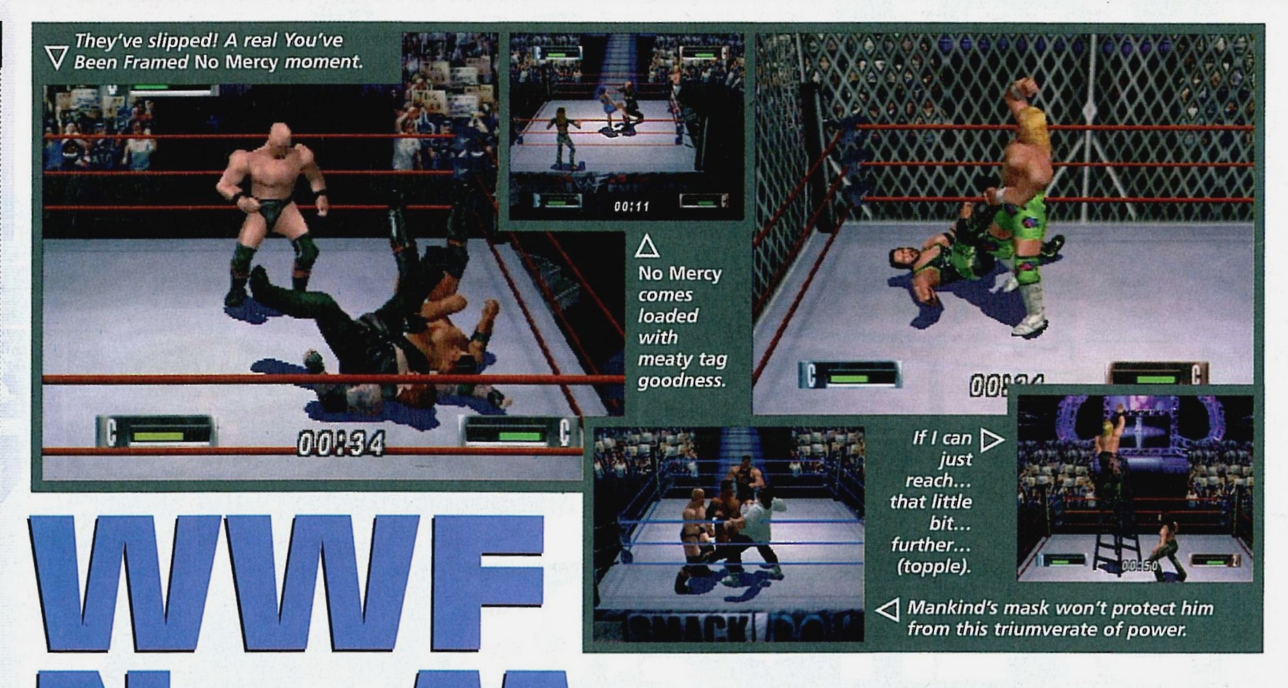
WWF NO MERCY

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

Nov Dec TBA

ANTICIPATION RATING



They've slipped! A real You've Been Framed No Mercy moment.

No Mercy comes loaded with meaty tag goodness.

If I can just reach... that little bit... further... (topple).

Mankind's mask won't protect him from this triumverate of power.

WWF No Mercy

Here comes The Great One.

Exciting though it was to get our hands on *WWF No Mercy* last issue, the version we played was far, far away from completion. Happily, though, an updated *No Mercy* cart dropped from the heavens this month, and it's never looked closer to being the greatest wrestler yet.

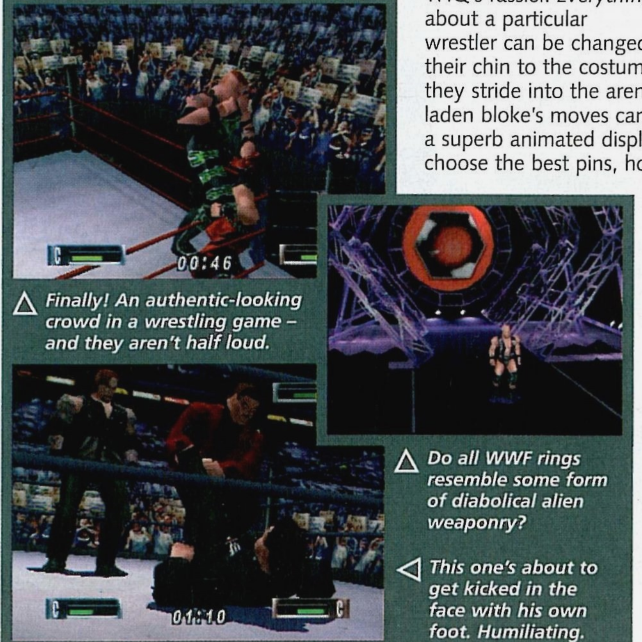
WWF No Mercy's Create-a-Wrestler exemplifies the comprehensiveness of THQ's rassler. *Everything* about a particular wrestler can be changed, from the hair on their chin to the costume they wear as they stride into the arena. Even the bicep-laden bloke's moves can be customised – a superb animated display helps you choose the best pins, holds and taunts for your WWF star – and you even get the chance to choose exactly who your wrestler has a long-standing grudge against, ready for some exciting Championship face-offs.

The standard Exhibition and Championship modes sit side-by-side with some brilliantly original one-off matches, including the superb Ladder Match. The sight of a beefy wrestler carefully setting up a stepladder before slowly and deliberately climbing to the top to grab a mid-air belt is only slightly less amusing than watching him come tumbling back down after a carefully-aimed punch from his opponent. The Guest Referee mode – where a third wrestler takes control of all ring-out and pin decisions – offers up just as much multiplayer fun.

With the chance to download wrestlers, moves, items and cash from the Game Boy version with the aid of the Transfer Pak, *plus* rasslin's most jaw-dropping visuals to date, *WWF No Mercy* could well make televised wrestling obsolete. Much more news on this in the next issue.



Reach into the crowd and grab yourself a face-pulverising weapon.

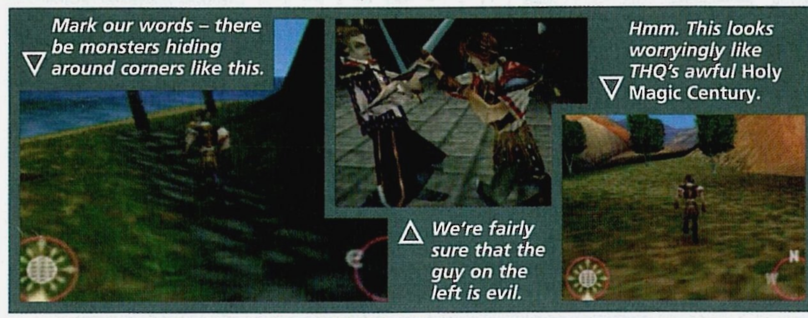


Finally! An authentic-looking crowd in a wrestling game – and they aren't half loud.

Do all WWF rings resemble some form of diabolical alien weaponry?

This one's about to get kicked in the face with his own foot. Humiliating.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



▽ Mark our words – there be monsters hiding around corners like this.

▽ Hmm. This looks worryingly like THQ's awful Holy Magic Century.

△ We're fairly sure that the guy on the left is evil.

Aidyn Chronicles

An RPG that's looking A-OK.

Only one publisher is brave enough to go head-to-head with *Majora's Mask* at the tail-end of the year 2K – but THQ just *might* end up teaching Miyamoto and co. a thing or two with the gorgeous *Aidyn Chronicles*.

Developers H20 will be banking on their lush visuals to attract RPG fanatics – the game's filled with beaches lined with palm trees, stretches of water that disappear off over the horizon, castles that rise up against a stunning blue sky, and forests dotted with the N64's most convincing-looking trees. There's no danger of the staggering delights of *Majora's Mask* being bettered, but *Aidyn* should come close to replicating *Zelda*'s giddying sense of freedom.

Excitingly, the evil inhabitants, who make their first proper appearance in these shots, pile onto the screen in groups of up to four – guaranteeing action-packed battles at every turn.

A near-complete copy of *Aidyn* will be ours in time for a sprawling preview next month.

▽ Six characters on-screen together – eat that, Zelda: Majora's Mask.



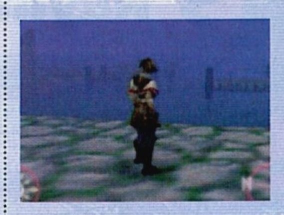
▽ H2O have quite a talent with the paintbrush – but here's hoping that distant castle isn't just for decoration.

Q & A

How's the combat?
Enjoyable. It's heavily stat-based – anything from your warrior's agility to the slope of a hill can affect battle – but H20 have avoided overwhelming you with screens full of digits.



Is it turn-based?
Yep, but – judging by the ring of diamonds surrounding the fighting characters – you'll get a limited amount of real-time movement in order to avoid attacks. Like any good RPG, strangers can be gently persuaded to join your team and aid in battle.



The lighting is real-time, though?
There's a day and night system that borrows heavily from Majora's Mask, with imposing darkness descending when the sun goes down, shrouding the levels in an eerie mist. Expect a whole bunch of devious enemies to spring forth from the fog and cut you to shreds.

INFO BURST

AIDYN CHRONICLES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

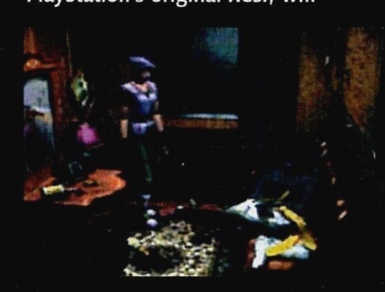
USA	UK	Japan
October		TBA

ANTICIPATION RATING: 4/5

AN EAR TO THE GROUND

Where's **RIQA**? Whispers suggest that N64 development of Bits Studio's answer to *Tomb Raider* has screeched to a halt, with the game now destined for release on Dolphin instead. We contacted Bits themselves for news of the promising third-person gun-toting adventure, but all we came up with was a "no comment" and an intriguing chuckle. Spaceworld won't hold the answers, but September's ECTS show just might.

RIQA isn't the only game that's rumoured to have been shunted from N64 to Dolphin. Capcom's **Resident Evil: Zero**, the 'prequel' to the PlayStation's original *Resi*, will



apparently be on display at the Spaceworld show as a rolling video – but it'll be *Dolphin* footage we'll be glimpsing rather than N64. We reckon there's more chance that both N64 *and* Dolphin versions are in development – we'll have the definitive word next issue.

While Factor 5 are busy putting the finishing touches to **Battle For Naboo**, LucasArts are ready with the next Star Wars game for the N64 – **Star Wars: Demolition**. It's being developed by the folk behind *Vigilante 8*, and features a series of 'fender-crunching' demolition derby tournaments, starring vehicles, characters, locations and weapons from the original movie trilogy. Again, there'll be more news on this at the ECTS show – we'll bring you the juice in **N64**/48.

Midway are really mucking about with **Stunt Racer 64**. Boss Games' stunning racing sim was originally dropped by the publisher, then picked back up again, and now looks like becoming a 'rental-only' title in the USA – only available for hiring from your local American video store. Whatever happens across the pond, you can definitely wave goodbye to the chances of a UK release.

PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet **64** Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or compo entry. We want to know what you think and we don't care how you tell us!



GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	Pokémon Snap (NEW!)	Nintendo	Released 09/00	New entry	Issue 45 80%
2	Perfect Dark	Rare/Nintendo	Released 06/00	Last month's chart position – 1	Issue 42 96%
3	Pokémon Stadium	Nintendo	Released 04/00	Last month's chart position – 2	Issue 41 90%
4	The Legend of Zelda	Nintendo	Released 12/98	Last month's chart position – 3	Issue 24 98%
5	Rayman 2	Ubi Soft	Released 10/99	Re-entry	Issue 35 73%
6	Super Mario 64	Nintendo	Released: 03/97	Re-entry	Issue 1 96%
7	Turok: Rage Wars	Acclaim	Released: 11/99	Re-entry	Issue 35 87%
8	Operation Winback	Virgin	Released 04/00	Non-mover	Issue 41 83%
9	Paperboy (NEW!)	Midway	Released 12/99	New entry	Issue 36 62%
10	Xena Warrior Princess	Titus	Released 12/99	Re-entry	Issue 36 81%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Mario Tennis	Nintendo • SPT	N/A
2	ISS 2000	Konami • SPT	Issue 46 • 90%
3	Zelda: Majora's Mask	Nintendo • ACT/RPG	Issue 43 • 95%
4	Virtua Pro Wrestling 2	Asmik • FGT	
5	Starcraft 64	Nintendo • STG	Issue 45 • 78%





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VALID FROM 31ST AUGUST TO 28TH SEPTEMBER 2000



N64 5 Most played / 5 Most wanted

Pos	N64 5 Most played	N64 5 Most wanted
1	Mario Tennis — Nintendo, SPT — N/A	Zelda Majora's Mask — Nintendo, ACT/RPG — JPN: Now, UK: November
2	Turok 3 — Acclaim, ACT — Issue 46 • 82%	The World is Not Enough — Eurocom/EA, ACT — UK: November, US: November
3	Perfect Dark — Rare/Nintendo, ACT — Issue 42 • 96%	Banjo-Tooie — Rare, ACT — UK: November, US: November
4	Pokémon Snap — Nintendo, ETC — Issue 45 • 80%	Conker's Bad Fur Day — Rare/Nintendo, ACT — UK: 2001, US: 2001
5	ISS 2000 — Konami, SPT — Issue 46 • 90%	Eternal Darkness — Nintendo, RPG — US: 2001, UK: 2001

Readers 5 Most played / 5 Most wanted

Pos	Readers 5 Most played	Readers 5 Most wanted
1	GoldenEye — Rare/Nintendo, ACT — Issue 9 • 94%	The World is Not Enough — Eurocom/EA, ACT — UK: November, US: November
2	Perfect Dark — Rare/Nintendo, ACT — Issue 42 • 96%	Banjo-Tooie — Rare, ACT — UK: November, US: November
3	Legend of Zelda — Nintendo, ACT/RPG — Issue 24 • 98%	Zelda Majora's Mask — Nintendo, ACT/RPG — JPN: Now, UK: November
4	Mario 64 — Nintendo, ACT — Issue 1 • 96%	Mario Tennis — Nintendo, SPT — JPN/US: Now, UK: October
5	Pokémon Stadium — Nintendo, FGT — Issue 41 • 90%	Dinosaur Planet — Rare, ACT — US: 2001, UK: 2001

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
September			
Blues Brothers 2000	Titus	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
Hercules: Legendary Journeys	Titus	ACT	UK
ISS 2000	Konami	SPT	UK
Mia Hamm Soccer 64	SouthPeak	SPT	US
NFL Blitz 2001	Midway	SPT	US
Ogre Battle 64	Nintendo	RPG	US
Pokémon Puzzle League	Nintendo	ETC	US
Pokémon Snap	Nintendo	ETC	UK
Polaris SnoCross	Vatical	RAC	US
San Francisco Rush 2049	Midway	RAC	US
Tom and Jerry	Mattel	ACT	US
Turok 3: Shadow of Oblivion	Acclaim	ACT	US/UK
VR Powerboat	Vatical	RAC	US
October			
Aidyn Chronicles	THQ	RPG	UK
Batman Beyond	Kemco	ACT	US
Donald Duck: Quack Attack	Ubi Soft	ACT	US
F1 Racing Championship	Ubi Soft	RAC	UK
Kirby 64	Nintendo	ACT	UK
Mario Party 2	Nintendo	TAB	UK
Mario Tennis	Nintendo	SPT	UK
Paper Mario	Nintendo	RPG	US
Rugrats in Paris	THQ	TAB	US
San Francisco Rush 2049	Midway	RAC	UK
Starcraft 64	Nintendo	STG	UK
Zelda: Majora's Mask	Nintendo	RPG	US
November			
Banjo-Tooie	Rare	ACT	US/UK
Excitebike 64	Nintendo	RAC	US/UK
Hey you, Pikachu	Nintendo	ETC	US
Indiana Jones and the Infernal Machine	LucasArts	ACT	US
Mickey's Speedway USA	Nintendo	RAC	US/UK
Ready 2 Rumble: Round 2	Midway	FGT	US
The World is Not Enough	Eurocom/EA	ACT	US/UK
Tom and Jerry	Mattel	ACT	US
Winnie the Pooh	Mattel	ACT	US
Zelda: Majora's Mask	Nintendo	RPG	UK
December			
Hey you, Pikachu	Nintendo	ETC	UK
Paper Mario	Nintendo	RPG	UK
Pokémon Puzzle League	Nintendo	ETC	UK
WWF No Mercy	THQ	FGT	UK

Game name	Publisher	Type	Country
2000/TBA			
Army Men: Air Attack	3DO	ACT	UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Batman Beyond	Kemco	ACT	UK
Bomberman: The Second Attack	Hudson	ACT	UK
Catroots	Nintendo	ACT	UK
California Speed	Midway	RAC	UK
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Cruis'n Exotica	Midway	ACT	US
Custom Robo	Nintendo	ACT	US/UK
Custom Robo V2	Nintendo	SHT	JPN
Die Hard 64	Fox	ACT	US/UK
Dinosaur Planet	Rare	ACT	US/UK
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
Doshin the Giant 2 (64DD)	Nintendo	ETC	JPN
Eternal Darkness	Nintendo	ACT	US/UK
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Glover 2	Hasbro	ACT	US/UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Party 3	Nintendo	TAB	US/UK
Mega Man 64	Capcom	RPG	UK
Mission: Impossible 2	Infogrames	ACT	UK
Mother 3	Nintendo	RPG	JPN
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NFL Blitz 2000	Midway	SPT	UK
Rally Challenge 2000	SouthPeak	RAC	UK
Resident Evil Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Seadoo Hydrocross 2001	Vatical	SPT	UK
Shadowgate	Kemco	RPG	US
Sin and Punishment	Nintendo	ACT	ALL
Smurfs 64	Infogrames	ACT	UK
Spiderman	Activision	ACT	US/UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Star Wars: Demolition	LucasArts	RAC	US/UK
Ultimate War (64DD)	Seta	STG	JPN

Game name	Publisher	Type	Country
Viewpoint 2064	Sammy	ACT	US
Wild Water Championships	Interplay	RAC	US/UK
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Lylat Wars 2*	Nintendo	ACT	ALL
Mario*	Nintendo	ACT	ALL
Mario Kart*	Nintendo	RAC	ALL
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil Zero	Capcom	ACT	ALL
RIQA	Nintendo	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Star Wars RPG*	LucasArts	RPG	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Tour De France*	Konami	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
V.I.P.	Ubi Soft	ACT	US/UK
Wave Race*	Nintendo	RAC	ALL
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!



INFORMATION station

Top 5 vote 'n' draw

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! Yes! *And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.*

LAST MONTH'S WINNER Joe Manson from Otley wins a copy of Premier Manager 64!

My five most played games are:	My five most wanted games are:

Name

Address

Postcode

Game wanted


gameplay



Peach's powerful serve has pink hearts around it.

It can only be... Waluigi! Shigsy, save us!

Catherine is freaky, but rather cute.

Spot the bonus character in this picture.

The new name for evil

Waluigi – a suspicious name for a suspicious bloke. He's Wario's sibling, and the upside-down L on his hat and racket shows that he's the 'dark' version of the fellow in the green boiler suit. In fact, his strange moniker is a corruption of the Japanese word 'waru', meaning evil, and Luigi, meaning laid-back brother of everyone's favourite plumber. On the court, Waluigi's flailing arms and ceaseless cackling are enough to put almost anybody off their game.

SPECIAL INVESTIGATION

MARIO

Exposed – the best sports

N64's Special Investigations can take us all over the world – but this month we let Max in Tokyo do the hard work, queuing for hours to buy us an import copy. Cheers!

Woo-hoo! Wahey! The characters never shut up, particularly when they're in the lead.

INFO BURST

MARIO TENNIS 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
Now	Oct	Now

ANTICIPATION RATING

Grand slam

It only uses two buttons, but *MT* has a range of shots that'd impress Pete Sampras. Here's some of the basics.



FLAT SHOT
Press B for a shot that will skim over the net cord, leaving a trail of glowing blue goodness behind it.



TOPSPIN
Pressing A will make your shot fly high and fast – and adds an awkward big kick after the ball bounces.



LOB
Roll your thumb forwards across the pad, tapping A then B, to get a nifty lob shot.



DROP SHOT
Roll your thumb backwards, tapping B then A, in order to produce a shot which drops just over the net.



SMASH
Hold A and B together to charge up a smash shot when the ball is above you. It's a deadly move.



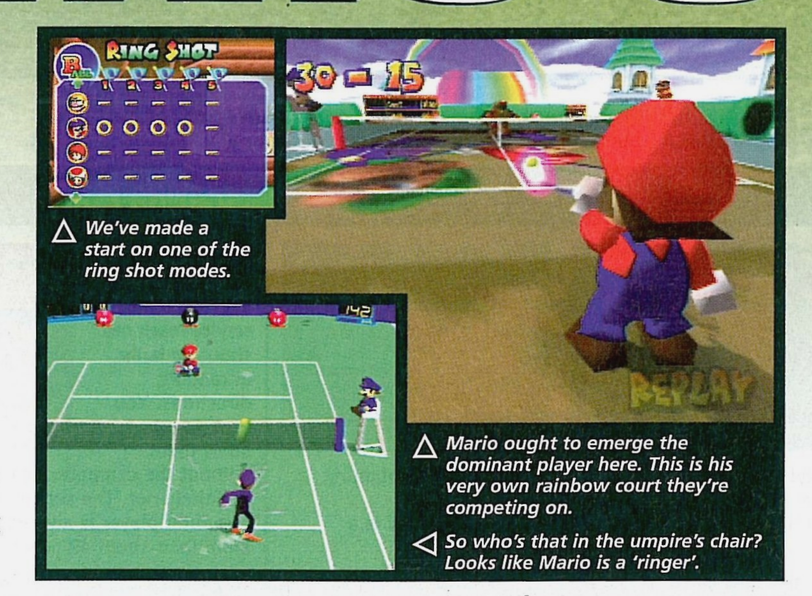
POWER SHOT
The earlier you select your shot, the more powerful it will be when the racket finally connects with the ball.

TENNIS 64

game on N64?

Arguably the best game on display at this year's E3 show in Los Angeles (check out N64/43 for a full report), Camelot's outstanding *Mario Tennis 64* has already been released in Japan and will be out in the States by the time you read this – and the import copy we've been playing has caused work to grind to a halt in the office.

Better still, it's on its way to the UK in record time and is currently scheduled for an October release, which is why we're using this version for a surface-scratching Special Investigation rather than a full import review. Rest assured, it's Star Game material through and through, so if you've got an American or Japanese N64, we suggest you get hold of a copy before they all sell out. And if you're prepared to wait just a little bit longer, here's a taster of some of the stuff you'll soon find in the UK version, assuming it doesn't slip back a couple of months. Whoops, we've jinxed it now...



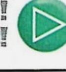
△ We've made a start on one of the ring shot modes.

△ Mario ought to emerge the dominant player here. This is his very own rainbow court they're competing on.

◁ So who's that in the umpire's chair? Looks like Mario is a 'ringer'.



INTRODUCTIONS
The intro sequence is classic Nintendo – cute, cheesy, and worth watching several times just so you can try to place some of the vintage sound effects. After a tense stand-off with the Wario brothers, during which Luigi is moved to declare that he's "not okay", Mario suggests that everybody should play together, and the lady characters dance and sing in celebration. Bleeurgh! We love it.

GO! GO!


△ Kong doesn't care who he teams up with.

◁ A dramatic Mario smash shot.

PARTY OF FIVE

The 14 main characters are divided into five groups, based on their specialist abilities. Here's how it works...

All-rounders

Mario, Luigi

As is traditional in Nintendo's world of sport, the brothers Mario are pretty good at just about everything. They serve well, they're reasonably fast and they both possess some epic facial hair.









Lightweights

Peach, Daisy, Toad, Waluigi

Although they don't strike the ball very hard, their speed around the court makes them tough to beat. They can reach shots that the likes of Bowser would never come close to hitting.

Middleweights

Baby Mario, Catherine, Yoshi

These players are the most agile of the lot, and are great at diving for volleys around the net. They're also capable of stretching for shots after being wrong-footed by a crafty opponent.









Heavyweights

DK, Bowser, Wario

Master the power characters and you can blast your opponents off the court with huge groundstrokes and thunderous serving. They can't run very fast, but they rarely need to.

Floaters

Pata Pata, Teresa

Experts at curling the ball, which compensates for their lack of strength. They're also immune to the tilting court at Bowser's castle, making them good Battle Mode choices.

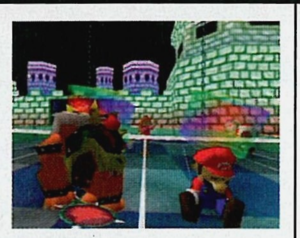


BONUS GAMES

There's much more than just 'normal' tennis here. At least three bonus games are included, each with several variations to try out.

BATTLE MODE

This is crazy. Bowser's court tilts whenever anyone moves, making players slide across the floor and the ball bounce at unpredictable angles. *Mario Kart*-style power-up boxes appear over the net, containing one of six special items – red shells, triple green shells, bananas, mushrooms, stars and thunderbolts. A game of doubles here really is a unique experience.



PIRANHA PLANT

The Piranha Plants act like automatic service machines, shooting balls in random directions. You have to return 50 of them without the computer-controlled player getting a touch. Is it easy? Most definitely not. The secret seems to be in getting a good rhythm so that the computer player is always wrong-footed, but we haven't managed to score more than about 42 so far.





Old faces

Although Waluigi is the only new character you'll find in *Mario Tennis*, four names won't be familiar unless you've got a good knowledge of Nintendo's history…

CATHERINE



The character most people won't recognise is Catherine, who looks like a pink version of Yoshi with a stretchy sucker instead of a mouth. She appeared in Super Mario Bros 2, so she's a really obscure blast from the past.



PATA PATA

Pata Pata is a flying Koopa Trooper from Super Mario Bros. The best thing about him is the way Charles Martinet's Mario pronounces his name with that dodgy Italian accent. We hope it doesn't get changed for the European release of the game.





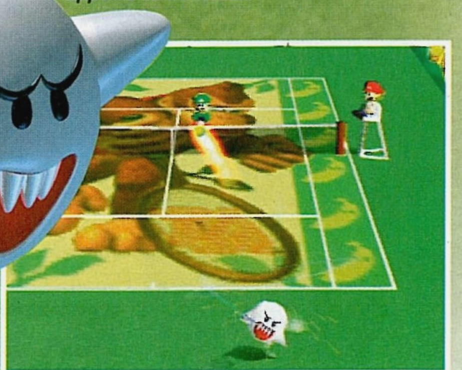
DAISY



Daisy is half of Peach's split personality, and appears in the game to provide Luigi with a female companion for mixed doubles matches. She was in Super Mario Land on the Game Boy, and might have been a Princess in another life.

TERESA

Teresa is a Boo, as seen in Super Mario World and Super Mario 64. We had no idea that those chattering ghosts had a gender, but despite the lack of a bow or a touch of lipstick, this one appears to be female.



COURT IN THE ACT
Like all tennis games, you can play on grass, clay, outdoor hard courts and indoor hard courts. The type of surface has a big effect on the way the ball bounces. As well as the normal playing areas there are three bonus courts based on different Nintendo characters. Winning a tournament with certain players opens them up in no time.

CHOP CHOP
It takes Nintendo's in-house coders (and Rare) between two and three years to write a new game, but Camelot bashed out *Mario Tennis* in less than eight months. That's about as long as it takes to produce a Game Boy platformer, and the fact that *Mario Tennis* matches anything the big names have come up with is commendable. Let's hope that all their future titles will be as prompt and as playable as this one.

RING





Shoot the ball through the rings to increase the number of points at stake. Whoever comes up with the winning shot gets to keep all of the rings, and the first person to pass a preset target total wins the game. It adds a new tactical element, since nobody wants to win the point too early. The longer the rally, the more rings you can earn if you come up with the killer shot.



◁ *Go for those rings and rack up the points. It's a gamble!*



GO! GO!





◁ Wario and his sinister brother, in a shot from the lovely intro movie sequence.

New girl Catherine is a good mover around the court, despite her ungainly appearance. ▷

△ This is one of the most playable and hilarious sports games ever.

▽ Blue Mario watches in disgust. Waluigi laughs.

THE BOMB
Some courts have Koopa Troopers as line judges, while others have Bob-ombs. If you hit the ball out of play, the nearest Bob-omb will explode to alert umpire Mario, and there's no arguing with their decisions.

Don't worry if the thought of watching Wimbledon on TV makes you yearn for some fresh air. Tennis makes a much better videogame than it does a spectator sport, and you won't find any matches in *Mario Tennis 64* being dominated by unreturnable serves.

The game has been carefully designed to encourage long rallies, lightning net-play and all the rare things that make the crowd at SW19 scream during an epic five-setter. The deceptively simple controls make it easy to play and hard to master, and there's a riotous four-player mode which is likely to keep you and your mates as busy as anything since *Mario Kart*.

Anyone making a Mario game has a strong line-up of characters to pick from, and Camelot have wisely chosen to rummage around in Nintendo's catalogue of discarded personalities rather than create more 'ordinary' players, such as Harry and Maple in their only other N64 title, *Mario Golf*. So we're treated to 16 memorable characters (including two hidden ones), each with a nicely balanced set of abilities to make sure there isn't one player who everyone will make a dash for on the menu screen. The one brand-new character, Waluigi, certainly isn't a disappointment, and he's bound to crop up in future games whenever Wario puts in an appearance.

The sound effects are excellent, featuring a mixture of noises from old Mario games and some hilarious voice samples from the players. Four-player games can be rather noisy affairs, particularly if tearful Baby Mario is involved, and the losing players cry and wail while the winners perform unsportsmanlike victory celebrations and

DK is the most lethal server, reaching awesome speeds. ▷

△ Poor Teresa couldn't reach that one. She's hard to control.

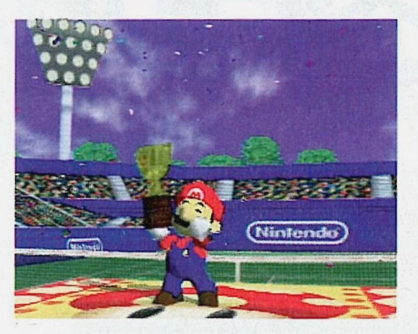
◁ Go Mario! The replays have great anime-style cuts.

This is the Kong court, set in a picturesque jungle clearing. ▷

TOURNAMENTS

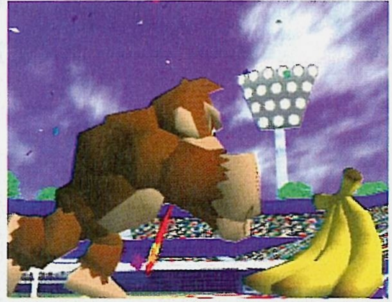
You can play through tournaments using your character of choice, and there are cups at stake if you manage to win. The Mushroom tournament is very easy, and here's what happened when we won it with the first few characters. Brilliant!

MARIO



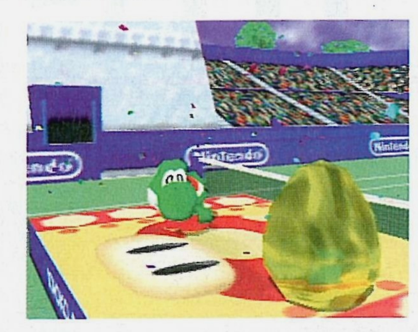
Despite pleading for peace and harmony at the start of the game, Mazza is plagued by Wario. The evil yellow fat boy balances the cup on his mottled nose and sinks into a convenient pipe.

KONG



Hairy old Kong isn't particularly bothered about winning a gold trophy, so when somebody throws a bunch of bananas on the court at the end, there's only one choice for the ape.

YOSHI



Yoshi's worrying habit of eating everything he sees continues. The trophy makes a tasty snack, and causes a gold egg to be laid. At least, we think it's an egg...

TRANSFER PAK
Like *Mario Golf*, there will be a separate Game Boy version (scheduled for early next year) which will let you import created characters from the RPG mode and pit them against Mario and the gang on the N64. The Transfer Pak unlocks four new players (and a whole lot of new secrets, we reckon). Cool!

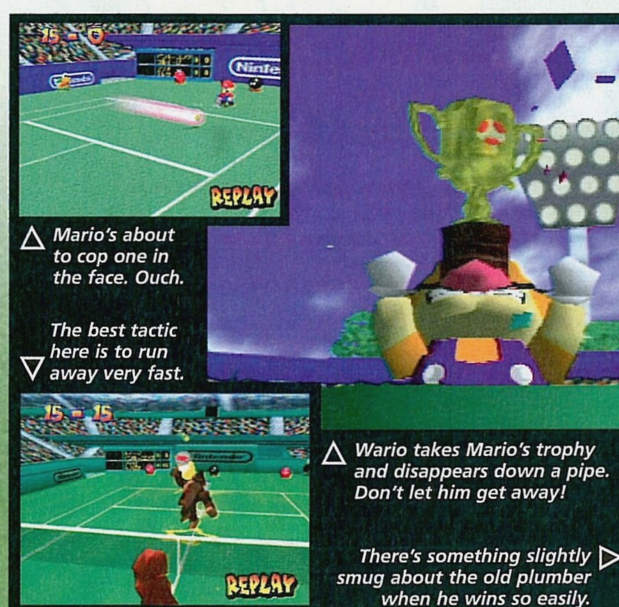
taunts. It's the perfect recipe for a genuinely vicious multiplayer tournament.

Visually, it's a more accomplished effort than *Mario Golf*. There's more animation, including some nice touches such as the tournament victory celebrations and the occasional pained expression when a player gets hit in the face by the ball. In a doubles match, the player at the net will turn his or her head to follow the ball as it passes back and forth, and so does umpire Mario from his chair. There's always a lot happening on-screen, but one thing you won't see is any slowdown, since the game is silky smooth at all times.

VISUALS *The player at the net will turn his or her head to follow the ball, and so does umpire Mario.*

Like *Mario Golf*, a wealth of bonus games awaits the dedicated player. The Ring Shot mode, in particular, is very expansive, featuring four variations on the theme, and the cart stores your win-loss records for all of the characters you've unlocked. We would be surprised if there isn't some kind of reward awaiting anyone who accomplishes the daunting task of finishing every game mode with every player. *Mario Golf* has Metal Mario waiting for the few people dedicated enough to win every birdie badge, so maybe he's lurking in here too.

This is a hugely impressive game, and it establishes Camelot as one of the N64's elite developers – even though they also write software for PlayStation and PlayStation 2. Nintendo would do well to get them to sign some kind of exclusivity agreement, as the combination of Shigsy's character design and Camelot's programming skill has proved a winner so far. With any luck, we'll have had enough practice by the time the UK version of *Mario Tennis* arrives to unlock some of its secrets and bring you the definitive review. Soon.



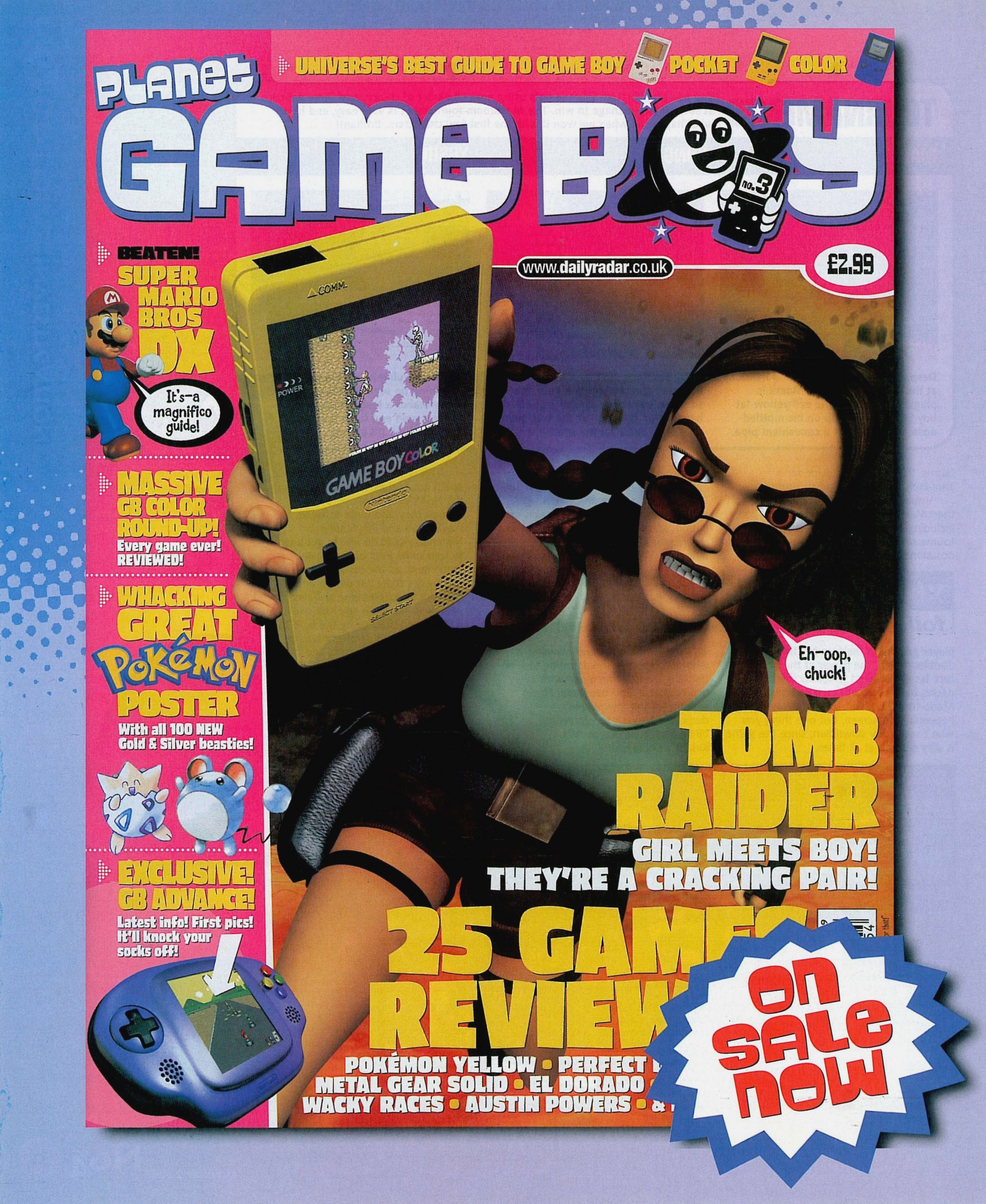
△ *Mario's about to cop one in the face. Ouch.*

The best tactic here is to run away very fast. ▽

△ *Wario takes Mario's trophy and disappears down a pipe. Don't let him get away!*

There's something slightly smug about the old plumber when he wins so easily. ▷





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Hippy puzzle favourite goes portable. Loses good looks.
TOCA
page 39
Rough and ready racing with rampant road-cones to raze.
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POKÉMON YELLOW Yup!
ISSUE 21
October 2000

Welcome to Planet Game Boy

So *Mario Kart* exists on the Game Boy Advance! We all knew it was a sure thing as soon as Nintendo mentioned the new machine's SNES compatibility, but to actually see one of the best games of all time running on a screen about a thumb's length across… that's something really special.

It probably means that many of the rumoured SNES conversions we've been hearing about are much more than just idle speculation, and Nintendo are going to bless us with more DX updates than we'll ever be able to play.

The new hardware is more than capable of matching the performance of most late-80s and early-90s arcade machines too, so if the people in charge at Sega swallow their pride and cash in on the inevitable GBA frenzy, we might see perfect miniature replicas of coin-op racing classics such as *Out Run* and *Powerdrift*. Now *that's* what I call idle speculation.

A couple of months ago I wrote an obituary for my Pocket Pikachu, which died after reaching one million steps. **PGB** reader Will Cheyney emailed with a 'guaranteed' revival technique – shake the machine for about 100 steps and Pika will fall from the top of the screen. Well, I've added at least 1,000 steps and I'm still shaking it. Pika's still deceased and my wrist is starting to ache. A cruel joke, perhaps, or does this work on other Pikachus? Write in and let me know.

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

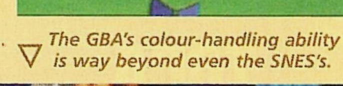
Issue 21, October 2000

Editor: Martin Kitts

Contributors: Andrea Ball, Justin Webb, Paul Edwards, Alan Maddrell, Steve Jalim, Kai Wood

YOSHI'S GLORY!

Those eggs are even cuter on a tiny screen.



The GBA's colour-handling ability is way beyond even the SNES's.





By the time you read this, the Spaceworld show will have just finished and old Greener will be jetlagging his way back from Tokyo with a huge bundle of **Game Boy Advance stuff, including the final design of the machine's casing, cool shots of the launch games and whatever surprises Nintendo have sprung during a frantic weekend of next-gen gaming.**

Yoshi's platform rotates and tilts smoothly.

We'll reveal everything in a huge feature next month, but until then we've got a few tasty GBA screens. These show *Yoshi's Story* running on GBA hardware, and prove what a nifty bit of kit the new handheld really is. The only difference between the N64 version and its portable offspring is the way the sprites look chunkier when the screen zooms in during Yoshi's ground-sniffing move. That's because the Game Boy Advance can't do the N64's anti-aliasing trick to smooth out jagged edges.

Apart from that, it's a perfect conversion. If this is the kind of thing Nintendo can knock out as a mere technical demo, we're going to see some truly amazing games when developers really start to get to grips with the 32-bit pocket monster. Don't miss next month's issue.

It's the same as the N64 version in almost every way.

GBA UNCLOTHED!

This is the GBA development kit, the naked piece of circuit board that coders all over the world are using right now to write and test their GBA games. It doesn't look particularly exciting, but it **contains all of the hardware from the actual GBA, plus a serial connector so that games can be downloaded onto the machine from the PCs on which they're written.**

The black rectangle on the left is the LCD screen, so graphics can be viewed as the GBA player will see them, and the controller (a Super Famicom edition) is on a long cable so that the game testers can play it without electrocuting themselves on those exposed wires. The fat ribbon cable plugs into the back of a PC, and there's even a link connector and a small speaker. Let's hope third-party publishers use all that technology to produce something more imaginative than a prettier class of cloned platform game.



This little beaut will be a licence to print money for some companies.



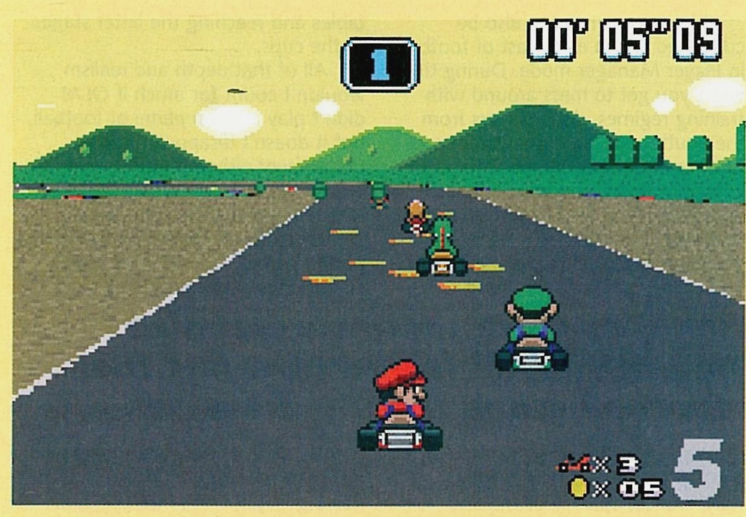
This is the test screen you get when you fire up the dev kit.



MARIO KART REVEALED!

The game everybody wants to see on GBA is on its way. This is the only screenshot we've got at the moment, taken from an early demo version, but it's definitely *Mario Kart* and it's definitely on GBA.

We expect the graphics will be tweaked before the game is released, as this version looks very much like the original SNES edition and the GBA is capable of a lot more. The permanently split screen from the original has been expanded, since each player will have his own GBA to look at. Four-player battle mode, here we come!



Wow! Widescreen Mazza. This might just be a tech demo, as the machine is capable of producing sprites to match the quality of the N64 version.

WAR DELAY!



Two-player maps are hidden everywhere.

Nintendo's realtime strategy game *Warlocked* has been released over in the States, to great acclaim, and having got our hands on an import copy we can confirm that it's a really impressive achievement.

Unfortunately the UK release has slipped all the way back to the second quarter of 2001, which means it will probably get completely overlooked in the Game Boy Advance stampede. We'll bring you our opinion of the US import version very soon.



The grunts chop down trees so that houses can be constructed.



If you choose to play as the forces of evil, you'll start your campaign in this inhospitable place.

IT'S A RESULT! WINNERS!

Time to announce the results of some of the competitions from PGB/19. We'll pick the winners of the official Mew downloads and certificates next month as we're still reading through all those tie-breakers. Many thanks to the hundreds of people who sent in entries.

LARA'S BOOTY

We asked you to tell us which games system Lara Croft made her debut on. At least 99% of you got it totally wrong, but among the few who knew that the delectable Ms Croft first appeared in *Tomb Raider* on the Sega Saturn were:

Joe Baldock, Annette Cracknell, Wyn Lewis, Adrian Archer and **PC Glover.**

YELLOW PERIL

We wanted to be reminded which Euro popster, from a list of three, we found the most annoying. The fact that the competition was called 'Yello', one of the choices was the band 'Yello', and the prize was a *yellow* Gamester Essentials pack should have given you a clue, but most people got it wrong. Like, duh! Are you all Yello fans or something? Well done to:

James Cook, Matthew Davis, G Bruce, Ray Doyle, Martin Allan, Stephen Wilkes, Molly Thompson, Oliver Barnes, somebody with no name and **Stuart Cuthbertson.**



NOT AFRAID TO CHEAT

Dodgy Mews could have been yours by the dozen if you were unscrupulous enough to win this competition. The prizes, a Blaze Xploder each, go to the following folks who admitted that cheats never prosper, but were sly enough to enter the compo anyway:

Elly Thompson, Chris Callcutt, C Williams, Alexander Chidichimo, Stefan Greco, Shani McLoughlin, Bridget Goddard, David Peacock, Rebecca Burns and **Tony Carson.** Well done all!



YOUR ULTIMATE BUYING GUIDE

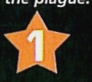
Five Star Scoring

A simply fantastic game, and an essential purchase. 5

Well worth a look, this is an excellent title. 4

Some problems, but almost certainly good fun. 

Flawed. Probably not worth bothering with. 

Utterly lamentable. Avoid like the plague. 

O'Leary Manag

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

LINE UP IN LINE

Formations are particularly important in this game. At first we stuck with the useful 3-5-2 shape, which proved very handy for neutralising the opposition's midfield, but switching to an attacking 3-4-3 resulted in a scoring bonanza. There's something for everyone here.

Barcelona get to keep Luis Figo in this game.

This has been a fantastic year for the Game Boy Color. After playing host to some of the best handheld titles ever, our pocket-size friend now has the football game it truly deserves. ***O'Leary Manager 2000*** **is a throwback to the days of** ***Sensible World of Soccer*****, and it has the talent to play every other contender clean off the park.**

The main football engine is an updated version of the excellent *Total Soccer* (four stars in **PGB**/11), with a huge management sim bolted on. You can play a simple arcade-style tournament, and revel in *OLM*'s silky control and pacy action, or you can become a full-time manager, handling transfers and juggling squad members whenever injuries strike.

The two games can also be combined for an epic feast of football in Player Manager mode. During the week you get to mess around with training regimes, draft players from the youth team, sign new talent and balance the books. When Saturday comes, you strap on your shinpads and take to the field. It's much more involving than the plain old friendly games or nameless cup competitions you usually get lumbered with.

VERDICT ***...our pocket-size friend now has the football game it truly deserves.***

You can play as any team from the top two divisions in England, Italy, France, Spain, Holland and Germany. If you pick a side from the top flight, you'll get European competitions as well as the league, and if you opt for a lesser side then the two domestic cups will be your only source of glamorous opposition.

All of the teams have reasonably up-to-date squad lists, with real player names, and the best clubs from last season tend to be the ones you'll find topping the league tables and reaching the latter stages of the cups.

All of that depth and realism wouldn't count for much if *OLM* didn't play a mean game of football, but it doesn't disappoint in that department either. If you've ever played *Total Soccer*, you'll know what to expect. There are two control methods (based on the classic Amiga games *Kick Off* and *Sensible Soccer*), the main difference between them being the increased difficulty of the *Kick Off* method. Passing is quick and intuitive, and once you've got the hang of the simple two-button system, you'll be able to perform dinky little push-and-run passes or sweeping cross-field balls at will. As with all football games there's a way to get lots of cheap goals (the same way as in *Sensi*, actually), but if you put a little more imagination into your attacks then you can score some belters worthy of a slo-mo replay.

WILD ROVERS

The best part of any footie management game is taking a favourite team from obscurity to greatness. In this case, we'll revive once-mighty Blackburn Rovers.



1 The season starts reasonably well, with a lucky 2-1 win over Bolton, but the squad lacks the star names it needs to propel it back to the big time.



2 Fortunately for us, Spurs are prepared to spend £9.5m on reserve striker Nathan Blake, cash which we blow on signing Barcelona's Luis Figo.



3 The plucky Spaniard slots straight into the heart of our 3-5-2 formation. The Nationwide League won't have a clue what's hit it...



4 ...But the poor lad lasts barely 30 minutes before a ruthless Birmingham defender scythes his legs off, beginning a terrible run of ill health.



5 OLM's transfer system makes it easy to buy replacements. We sold a few no-hopers and signed Albertini, Van der Sar and 60-goal-per-season Ronaldo!

er 2000

	Pd	W	D	L	F	A	Pt
1 Blackburn R	30	26	4	0	76	18	82
2 Ipswich	30	16	7	7	41	27	55
3 Huddersfield	30	17	4	9	50	44	55
4 Birmingham	30	15	9	6	47	36	54
5 Bolton Wdrs	30	15	7	8	50	30	52
6 Walsall	30	14	7	9	44	31	49
7 Grimsby	30	12	9	9	43	35	45
8 WBA	30	10	11	9	38	37	41
9 Port Vale	30	11	7	12	43	39	40
10 Tranmere	30	11	7	12	33	36	40
11 Wolves	30	10	9	11	50	45	39
12 Portsmouth	30	10	8	12	33	44	38
13 Man City	30	8	13	9	33	37	37
14 Nottm Forest	30	8	12	10	24	32	36

1st Division — Move — Continue

If we've got one complaint about this incredibly comprehensive football title, it's the lack of skill displayed by the computer opposition. They're a little too easy to beat on the default setting, and even whacking the difficulty all the way up to Super won't rid them of the foolish idea that they can just stroll through any defence. Fortunately the outstanding two-player mode ought to provide all the challenge you need, particularly since you can use your customised team from Player Manager mode. It's every bit as good as those old Amiga titles, and far more enjoyable than the *FIFA* series has ever been. The new season starts here.

5

LEAGUES AHEAD

The game contains all the best players from the major European leagues, so it's easy to spot the top stars when they crop up on the transfer market. You even get the chance to buy players from Rangers and Celtic, although you can't actually play as a Scottish side.



Not many people will choose a team from the Dutch league.



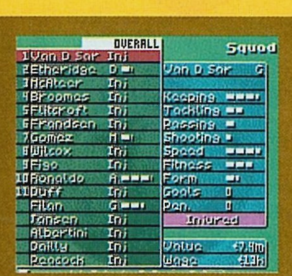

Look out – Ronaldo's on the war path.



A storming strike by Litmanen. Nice one.

Blackburn vs Leeds in the Cup Final.

You can check your performance on the post-match statistics screen. Interesting.



6 A thin, expensive squad is prone to injuries. When this happens, ease back on the training regime and let the players take a rest for a while.



7 Our reward is a Cup Final meeting with Leeds. An embarrassingly easy 7-0 win follows, presumably earning David O'Leary the sack. Job done.

O'LEARY'S MASTER CLASS

The only way to turn a bunch of wastrels into a world-beating team of superstars is good, solid management.

Training Players

TRAINING REPORT		
Kelly	Keeping	+ 1
Peacock	Tackling	+ 1
Dailly	Tackling	+ 1
Harkness	Tackling	+ 2
Wilcox	Passing	+ 1
Duff	Shooting	+ 2
Filan	Keeping	+ 2
Blake	Shooting	+ 2

Continue

Training

Training players improves their stats in various areas and increases their value on the transfer market. Don't overdo it, though, or they'll suffer long-term injuries.

Academy

When your first team squad is hit by injuries, you can pick players from the youth team. They're all fairly useless, so don't count on uncovering many future stars.



Transfers

If a top player becomes available, he won't be around if you wait until you've got enough cash to buy him. Sell half of your reserves to fund the transfer – it's worth it.

Budget

Whatever you do, don't let your bank account run dry. Unless your team is incredibly successful, you might have to start pruning the wage bill to make ends meet.

The Road to El Dorado

From: Ubi Soft **Price:** £25 **Save:** Password **Link-up:** Yes **Colour:** Only **Out:** Now

If nothing else about them is true, Disney certainly find a routine and stick with it. Since the heady days of *Aladdin* they've made a film then knocked out a 2D platformer to accompany it. Fine, you'd think, but *El Dorado* ends up as the same old game in new, spangly clothes.

There's nothing wrong at all with these games, unless you play more than one of them in your lifetime. In this one, the film's comic duo Tulio and Miguel take on the task of looking for the six pieces of map that lead to the city of gold. This means actually searching for said pieces at the end of each level.

Another minor boon is the option to play as either of the main characters. This doesn't seem to make any difference to the action, but it indicates a microscopic advance in the sophistication of the series. You'll progress from Spain into the new world via a variety of interesting and attractive locations, sometimes running into a bonus level, which might involve fleeing an enormous bull or duelling with an oversized seafaring oaf.

All very good, but owners of any other Dreamworks platformer should avoid this slightly tired effort.

3





Enemies can be easily killed if you've got some ammo on you.



Vines, waterfalls and lots of Spanish-style malarkey.

The man who walks on clouds. Rather like a certain plumber.





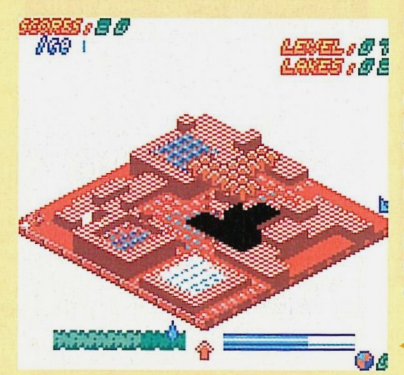
Run as fast as you can to get away from this massive lump of beef.

Wetrix

From: Infogrames **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now

Not too sure about this colour scheme. It's vile.

That's a real Michigan of a lake. Should be worth a few points.



We've got a nice frozen lake in the bottom corner. Let's go skating!

***Wetrix* has always been the spaced-out hippy of the puzzle game family. While other puzzlers are content with matching colours, shapes, lines or whatever, *Wetrix* is a more abstract concept. Catch the rain, man. It's, like, everywhere.**

In case you've never seen the N64 version, the object of the game is to make lakes to collect the blobs of water that float down from the sky. You begin with a flat landscape which you build up by positioning bricks around the edge to contain the water. Certain types of brick are used to reduce the height of the mountain ranges that soon develop, as having too much land causes earthquakes. Other items such as ice, fireballs and bombs fall at random intervals, and when a certain amount of water has leaked off the side of the playing area, the game's over.

If all that sounds a touch confusing, it's because it is. *Wetrix* isn't the easiest game to understand, and the grainy graphics of this Game Boy version make it very hard to see where you're placing the blocks. It looks pretty dated for a GBC-only cart, and you can almost hear the machine's processor creaking under the strain of all those calculations. But most of the gameplay appears to have survived the conversion, even if the colourful visuals didn't make it. Puzzle-loving hippies will lap it up.

3

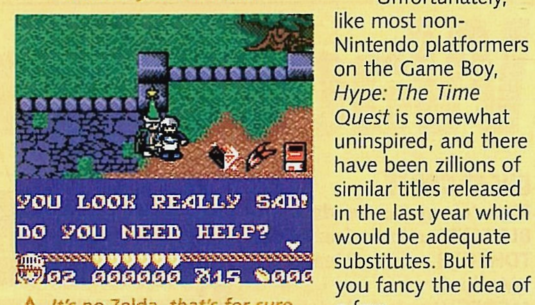
Hype: The Time Quest

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

Here's a game that starts out looking like *Zelda* but soon turns into a platformer with more than a passing resemblance to *Road to El Dorado*, which itself is just like *Aladdin*. So it won't be winning any prizes for originality then.

The plot concerns Hype's quest to defeat the nasty old Black Knight – all fairly standard stuff, apart from the fact that the characters are Playmobil toys and the land they inhabit is made entirely from plastic. Like real Playmobil figures, the folk you meet in the *Zelda*-style sections haven't mastered the art of conversation, and if they say anything at all it's usually the same inane thing the last plastic person told you.


Leap, little Playmobil man. We know you can do it.



It's no Zelda, that's for sure. Still, it's fairly okayish.

The best bits are by far the platform sections, which have decent graphics and a wide range of different locations. Hype can leap a fair distance, dangle from ledges, chop things with a sword and fire arrows at the numerous enemies he encounters.

Unfortunately, like most non-Nintendo platformers on the Game Boy, *Hype: The Time Quest* is somewhat uninspired, and there have been zillions of similar titles released in the last year which would be adequate substitutes. But if you fancy the idea of a few *Zelda*-ish bits between levels, then maybe this is the title to go for.

3



Don't expect the characters to say anything profound. It's a kiddies' game.


Sheep. That's always a good sign in an RPG, we think. Tasty.

TOCA Touring Car Championship

From: THQ **Price:** £25 **Save:** No **Link-up:** Yes **Colour:** Only **Out:** Now

Cones are the bane of the modern motorist's life. Those, and pedestrians, cyclists, animals, speed bumps, traffic lights…

Relax, because relief is at hand. *TOCA* dispenses with every roadside irritant and gives you huge conefields to plough your way through. It's highly therapeutic. All you have to do is skid slightly wide on a corner and the pointy red objects will be sent scattering all over the place. Then they line up again for more sweet revenge.

Wreaking havoc on the roadworks is plenty of fun, and there's a decent racing game here too. The action is viewed from the same perspective as *Mickey's Racing Adventure*, and the chunky cars have a satisfying tendency to powerslide, leaving puffs of smoke and a lick of rubber on the track.

Races are physical and competitive, which is unusual for a Game Boy racer. Most games only give you one opponent at a time, but this one often puts you right in the middle of a traffic jam, and the computer cars play rough. Despite getting forced off the track more times than we'd care to mention, we feel compelled to flatten a few more cones from time to time. Reason enough to recommend it.

4

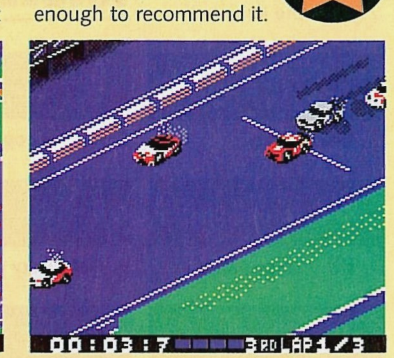
Tyre marks and smoke give this game a realistic sort of look.



If you can keep up with the pack, expect a very physical race from the other cars.



Yes! We caused a massive pile-up on the corner and hit some cones.



We still haven't found the secret of the turbo start. Keep trying, hmm?

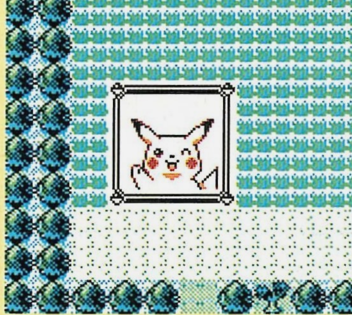
Pokémon Yellow



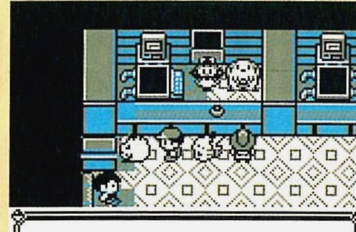
Here are some handy tricks to make life with little Pika that bit better.

EVOLVE
If you want to turn your Pikachu into a Raichu, trade it to *Pokémon Red* or *Blue* and use a Thunderstone on it, then trade it back and you'll have a much tougher creature.

ACTIONS
Speak to Pikachu after doing certain things and you'll get a reaction. Here are a few to try:



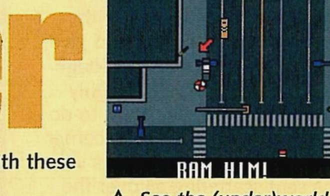




- Go fishing and talk to Pikachu after you've finished the battle.
- Catch any Pokémon.
- Talk to the Jigglypuff in Pewter City's Poké Centre, then play the Poké Flute.
- Go to the Pokémon Tower.
- Catch another Pikachu.



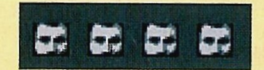
Driver



△ *See the (under)world with these codes.*

Take your crime spree across the States with these sneaky passwords.

MIAMI


1. Bank job


2. Hide the evidence


3. Boat chase


4. Hit 5 restaurants


5. Superfly drive


6. Bait for a trap


7. Take out Di Angelo

LOS ANGELES


8. Steal a cop car


9. Get Lucky to a doctor


10. Beverly Hills getaway

NEW YORK


11. Grand Central Station


12. Trash G's wheels

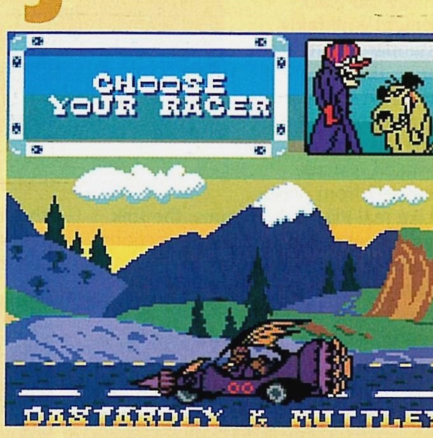

13. Stop Granger's gang

14. Chase Granger's boy


15. Crosstown record

Wacky Races

CHEAT CODES
Enter 'em as passwords.
BLDFMTZ unlocks Crazy Cup.
TDHZGBB unlocks Mean Machine.
MCDFGHJ unlocks Varoom Roadster.
JDMRRPG unlocks Varoom Roadster and Mean Machine.
CCBLLHT unlocks Crimson.
NMGVZZJ unlocks Crimson and Mean Machine.
TBBPLZX unlocks Varoom Roadster and Crimson.
KBDTPPM unlocks Varoom Roadster, Crimson and Mean Machine.
CHKZMNP unlocks Army.
RBRZWNP unlocks Army and Mean Machine.
CQLSPHJ unlocks Varoom Roadster and Army.
BCHJHLP unlocks Varoom, Army and Mean Machine.
VCDPVZB unlocks Army and Crimson.
DKXZKHJ unlocks Army, Crimson and Mean Machine.
LLKBPMK unlocks Varoom, Army and Crimson.
VWDFZDK unlocks Varoom, Army, Crimson and Mean Machine.
MUTTLEY unlocks everything.





Crazy Castle 4



LEVEL CODES

Here's the second half of our complete *Crazy Castle 4* code listing. Now you can see what those later levels look like, even if Bugs' enemies have been getting the better of you.

9-1 PSP J15
9-2 H0F S17
9-3 72Y 814
9-4 KSF S16
9-5 RSF S15
9-6 K0P S25
10-1 RJ5 S11
10-2 1B3 S1?
10-3 TB3 S1Z
10-4 YLW 011
10-5 PLW 010
10-6 FBC 01V
10-7 3BC 01S
10-8 W2M 01Z
11-1 P0M 01X
11-2 W53 006
11-3 MSM 01T
11-4 F0C S04
11-5 MJC S04
11-6 WSW 80Z
11-7 38F S02
11-8 F2M 80Z
12-1 PL3 S00
12-2 CSP S05
12-3 5V3 S0?
12-4 KQR 000
12-5 R6R J0T
12-6 1DT 001
12-7 TD9 00X
12-8 H4K J?7
13-1 R4K J?7

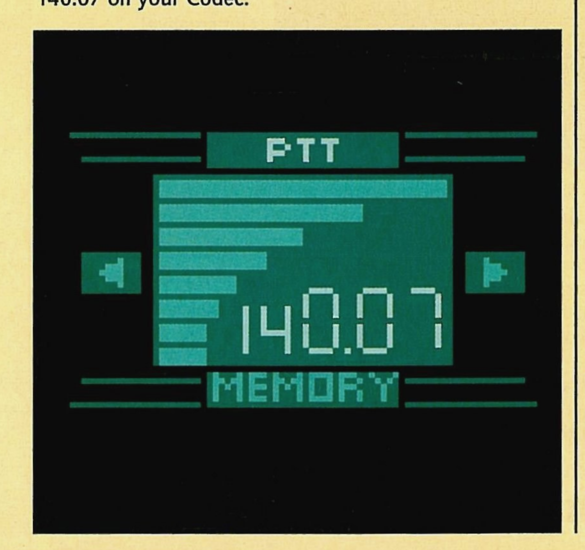




Metal Gear Solid

CODEC SURPRISE

After completing the game, start a new game and call 140.07 on your Codec.

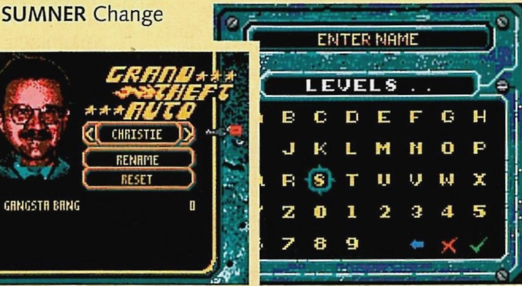


Grand Theft Auto

SECRET NAMES

That life of crime proving a bit tricky? Rename your character with one of the following monikers to pick up some treats.

LEVELS Unlocks the later levels of the game.
WENDY Try this if LEVELS doesn't work.
FULL Provides you with unlimited ammo.
SUMNER Change Kelly's name to this to unlock new characters.



HIGH SCORES

We have movement on the *Tetris* front, with Richard Ford deposing Alan McMonegal from the top of the 40 Lines tree. Well played.

POKÉMON PINBALL

Red
10,959,250,700 Zamir Bandali
9,582,100,850 Josh Matthews
7,532,370,300 Robbie Klijn
4,966,235,700 Oscar Shefik
4,411,553,000 Swee Ling Khow
Blue
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
12,633,586,000 Robbie Klijn
10,284,984,100 Yuen Tsang
10,117,350,650 Gigi Tsui

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Australia
490,800 Ian Mitchell, Knaphill
456,150 Phil Wakely, Exeter

TETRIS DX

40 Lines (level 0)
1:26 Richard Ford, London
1:28 Alan McMonegal, Glasgow
1:32 Nick Bec, Salisbury
Ultra (level 0)
24,391 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY 3

Mario Bros (modern)
604 Jonathan Denne, Stansted
494 Simon Garner, Australia
Egg (modern)
827 Jonathan Denne, Stansted
745 Rachel Shepherd, Barnsley
Turtle Bridge (modern)
580 Leigh Madden, Hull
372 Mark Wallace, Crewe

Scores wanted!

Can you do better? Get cracking and send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at **n64@futurenet.co.uk**

Game Boy Gallery

WINNER!

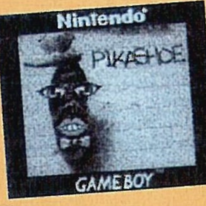
This panorama pic shows Katie Buck wearing what she describes as 'moon pyjamas' and a beard. Although we can't comment on her taste in clothes, the hair's pretty good.



Is it a ghost or is it a radioactive potato with stubby arms? Ask Stewart Randall about that.

This Mew-style alien came from Robert Standring's Game Boy Camera.





Pika-shoe, a creation of one David Vincent. Very amusing.

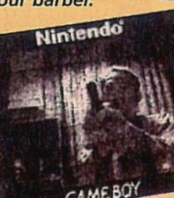


Eskil Vestre shows us the hazards of living in Norway.



By Adam Worsdale. That's one terrible haircut you've got there, mate. You should sue your barber.

Tom Rollett's sinister version of Pee Wee Herman. Stop staring at us like that!



This was part of a flick-book animation by Edd Younghusband. Great stuff.



Dave Fryer looks like he's carved from the side of a chalky hill in this unusual pic.



Adam Redford spotted this creepy character somewhere near Macclesfield. Give him a wide berth.

This pic of a truck came all the way from Nick Alexandrou of – wait for it – Jimboomba. Crazy Aussies.



We had to include Rikki Collier's effort as it's just the worst thing ever.



Looks like Tranmere's Jack Newcombe is vomiting in our general direction. Thanks a lot.



A lumpen freak sent in by Battlestar Galactica's Daggett, an early 1980s robot hound.

Look closely and you can see Meowth in this car. Snapped by Ceri Anson of Milan.



Watch out for Sean Pindar's Area 51 brain mutant thing. Spooky.



Woef? That's an unusual noise for a dog to make, mutated or not, Florian.

They mostly come at night... mostly.

You can bet Ripley wouldn't have been quite so cool if, instead of a few plastic aliens, some of this month's Gallery entries had been chasing her. A close encounter of the mutated kind might have sent her running straight back to that cushy job driving loaders – and who could blame her? These are not the kind of creatures your pants would be happy for you to meet on a dark and rain-soaked night, particularly if there was some lightning thrown in for atmosphere. Get a clear sight of any of these babies and you're in for one of those Stain Devil moments.



Anyway, thanks for sending them in. We've picked this month's shots from another fine selection of weirdness, and decided to send the bundle of Game Boy goodies to Katie Buck, in return for a very nice panorama shot. Get to work with your GB Camera and next month it could be you.

Send us your freaks



In association with JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

**Game Boy Gallery,
Planet Game Boy, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.**



EVERY MONTH – ONLY WITHIN THE PAGES OF N64





TIPS HELPLINE

0906 466 4447

Open 8am – 11pm, 7 days a week

Although we attempt to cover pretty much every tip for every game here in the magazine, sometimes there'll be a particular section that has you tearing your hair out. Well before you inflict premature baldness on yourself, consider some of the options – you could get hold of some back issues you might have missed (see page 106 for details), you could call the Nintendo Hotline on 01703 652222, or you could write a letter or email to us.

Or you could call the number above, where a team of experienced gamers will do their best to sort you out.

Call for the latest tips on the greatest games

Perfect Dark • Donkey Kong 64 • Zelda: Ocarina of Time • Pokémon Stadium • GoldenEye 007 • Jet Force Gemini • Super Smash Bros • WWF Wrestlemania 2000 • And loads more!

• Calls cost £1.50 a minute at all times. Charges appear on your standard telephone bill. All callers must be 16 or over, and should seek permission from bill payer before calling.

• No call waiting – if all operators are engaged, you'll simply get an engaged tone. If you'd rather not try again later, leave a message and we'll call back at no charge.

• If we can't answer your question immediately, we won't keep you hanging on – give us 24 hours, ring us back, and we'll have the answer for you straight away.

*• Got a problem with our service? **Ring 0870 800 6155 or fax 01753 755930** and we'll do our best to fix it. If you're still not satisfied, we'll reimburse the cost of your call.*



△ You're not alone, Link. Expert help is out there.

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA



Turok 3
Shadow of Oblivion

The final N64 *Turok* bows out in impressively gory style.

GO TO PAGE 46



ISS 2000

Can Konami's latest footie title better its predecessors?

GO TO PAGE 54



Blues Brothers 2000

Dancing in the streets or rolling in the gutter? We reveal all...

GO TO PAGE 58



Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.

Army Men
Air Combat



Sarge's little green plastic heroes return – but this time they're flying choppers.

GO TO PAGE 60

Doraemon 3



The blue cat is back. Could it be a case of third time lucky?

GO TO PAGE 61

EWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April · May · Nov

COST: £40

THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.



Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.

– Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above *Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.*

84% – 70% *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

*All was peace and calm in the **N64** office. But then, with a sudden bang and a flash, the big telly in the corner exploded, catapulting every one of us into Turok 3...*



ANDREA BALL
Deprived of the Stick, Andrea put a spin on her 'unique management style' with her unique kicking-bad-guys-hard-in-the-shins.

GAME OF THE MONTH Mario Tennis



JUSTIN WEBB
Driven into shock by the realisation that he had no vehicle in which to escape, Jud lost the ability to close his eyelids.

GAME OF THE MONTH Air Combat



MARK GREEN
"Ah yess!" cried Greener after neatly offing yet another foe. "Now I can impress S Club's Tina with my warrior spirit!"

GAME OF THE MONTH Turok 3



DARK MARK
'Twas not as happy for Dark Mark, who went and stumbled right into an enemy trap. The fool.

GAME OF THE MONTH Blues Brothers



MARTIN KITTS
While the rest of us took on human form, Kittsy became a ruthless alien killing machine. Coincidence?

GAME OF THE MONTH ISS 2000



PAUL EDWARDS
Tying back his hair so as not to cloud his vision, Paul used some speedy surfer reflexes to dodge bullets, Matrix-style.

GAME OF THE MONTH Turok 3



ALAN MADDRELL
Alan bravely chose to face his foe and try to talk him around. Then he came to his senses and legged it with the rest of us.

GAME OF THE MONTH Mario Tennis



STEVE JALIM
Stumpy Steve was chuffed when he got hold of this body armour, which boosted his height to almost human levels.

GAME OF THE MONTH Mario Tennis



SANDSHREW
"Shhkweek!" (a Sandshrew's battle cry). "Shhplat!" (the sound of a Sandshrew getting Turok-ed).

GAME OF THE MONTH Doraemon 3

PREVIOUSLY IN N64 N64/42 is the place to go for a sprawling *Turok 3: Shadow of Oblivion* Special Investigation.

Heads up! Or rather, heads severed and rolling on the floor.

We're using a silenced pistol, but we think he's spotted us.

He's fallen! Probably because we tore his leg with a rocket.

Up to six baddies at a time are possible in Turok 3. Help!

The fiery boss hiding in The Lost Lands' cave network. This isn't his best side, mind.

The final moments of a Cerebral Bore victim. He'll be needing an aspirin or two.

Kill the crabtopus by dropping a girder on his bonce. Oof.

Er... we'll take the vegetarian option, thanks.

About 20 accurate shotgun blasts should see off this gruesome fellow.

TUROK 3 SHADOW OF

Turok waves goodbye to the N64 in style.



INFO BURST

TUROK 3 SHADOW OF OBLIVION

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	16 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

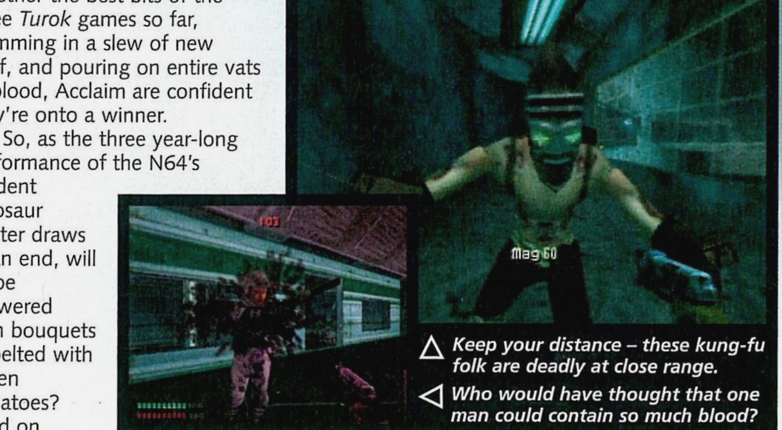
US/UK: September 1st — Japan: TBA

COST: £50

Acclaim certainly don't hang about. In the time it's taken Rare to deliver just two first-person shooters from their top-secret headquarters in sleepy Twycross, the high-powered folk at Acclaim's Austin studios have brought us ***Turok: Dinosaur Hunter, Turok: Seeds of Evil, Rage Wars***, and – lest we forget – the dreadful ***South Park***.

And now, with *Turok 3: Shadow of Oblivion*, David Dienstbier and his dedicated team have churned out the fifth *and final* instalment in the grand *Turok* dynasty. Lesser developers would have given up after witnessing the might of the magnificent *Perfect Dark*, and catching sight of Eurocom's promising-looking *The World is Not Enough*. But, by drawing together the best bits of the three *Turok* games so far, cramming in a slew of new stuff, and pouring on entire vats of blood, Acclaim are confident they're onto a winner.

So, as the three year-long performance of the N64's resident dinosaur hunter draws to an end, will he be showered with bouquets or pelted with rotten tomatoes? Read on...



Keep your distance – these kung-fu folk are deadly at close range.

Who would have thought that one man could contain so much blood?



WHAT'S THE DIFFERENCE?

The two controllable Fireseed siblings have more than just their chest dimensions to separate them. Height is the most notable difference – Joseph's vertically challenged nature and Night-Vision goggles give him access to areas hidden behind small holes in walls, while Danielle has to rely on her Grapple Hook to take other, higher routes. But there's also a marked difference in speed – Joseph's faster – and Danielle favours far less meaty weapons than her bro's collection of Cerebral Processors, Silenced Pistols and Fireswarm Cannons. Like *Resident Evil 2*, the two characters' adventures are largely identical save for the odd unique level section, but you'll have a slightly easier time if you side with the lady.

Grenades catapult enemies into the ceiling – shades of Turok: Dinosaur Hunter *there.*

Made a mess of him? Now wash your hands.

Seconds away from the end of level two – plenty of time for one more kill, then.

Even highly-trained soldiers find it tricky to make a dent in the Fireseed twins' battle-toughened skin.

This trio of terrifying warlocks guard the entrance to Oblivion's lair. They're a bit handy with the old fireballs.

GO! GO!

FIRST CUT IS THE DEEPEST

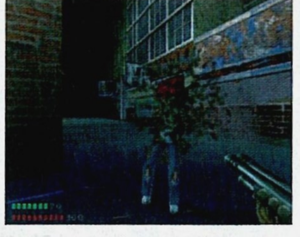
We slobbered over *Turok 3*'s intro cut-scene back in N64/42's Special Investigation, with its evocative acting and faultless lip syncing. Disappointingly, most of the in-game scenes aren't up to the same standard, but the segments of cinema between levels feature more of that staggering speech-matching mouth movement. Remarkable.



WISH YOU WERE HERE...?

Planning a trip around the ravaged world of *Turok 3*? We show you the sights, Judith Chalmers style.

CITY STREETS



Largely unpopulated – thanks to the recent influx of demons from the depths of hell – City Under Siege provides the perfect holiday away from the crowds. Watch from rooftop vantage points as the police shoot panicky citizens dead, or browse the multitude of shops – there's easy disabled access through shattered windows and crumbling walls. And, with permanent night shrouding the city, there's no need to pack the suntan oil!



Where to go...

Follow the trail of blood from the sewers for a fascinating glimpse of the city's flesh-eating wildlife.



Travel...

Fast underground train network, beset by head-on 120mph collisions and acid-spitting mutant dogs.

MILITARY BASE



The Courtyard of Death and The Corridors of Pain offer just a taste of The Base's unique charm. Trigger-happy troops lend the area a giddying atmosphere of barely-concealed terror, and the underground research centre – complete with humans kept alive inside glass tubes in unimaginable pain – is a must-see. Don't miss the underwater observatory, and the chance to see inside the stomach of the resident man-eating Crabtopus.



Where to go...

Spot nuclear missiles in the underground silos – but remember to defuse war-heads before you leave!



Travel...

Most sights within walking distance, but pickpockets, muggers and pistol-wielding military personnel are rife.

LOST LANDS



Steeped in history and left largely unravaged by time, The Lost Lands guarantees an unforgettable vacation, whether you're bleeding to death at the hands of eagle-eyed snipers or hopelessly lost in the overgrown jungle. Savour the aroma of scorched human flesh after dropping a voodoo-crazed local onto the nightly barbecue, and be sure to pack your camera – this might be the last chance you get to look a dinosaur in the mouth!



Where to go...

Follow the road north from the Ancient Altar to uncover a waterfall. Death plunges welcome.



Travel...

Local transport relies on the river. Jump in and pray there isn't a chrome-domed thug waiting.

FIRE CAVES

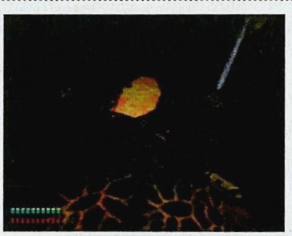


Sun-seekers rejoice – the Fire Caves offer blazing heat all year round, and at an affordable price. Friendly locals will be only too happy to help you into the area's many lava pits, giving you that vital all-over tan, and handy first aid posts are situated on every corner for those excruciating first-degree burns. Tours of the caves take place hourly, culminating in a rare encounter with the legendary Fire Worm Monster. No sudden movements please!



Where to go...

Follow the hot-headed locals to the weekly poolside disco inferno. Burn, baby, burn!



Travel...

Unorthodox elevator system provided by fiery gas vents – pack plenty of plasters for buttock blisters.

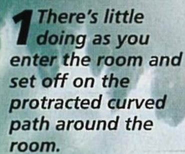
LAVA LAMPING

One of *T3*'s trickiest and most exciting bits is the battle in the lava-filled 'Nursery'...



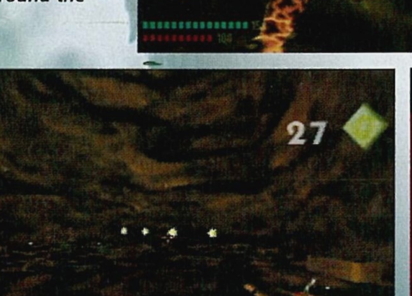
2 Typical. With a deafening roar, a blazing monster leaps from the fiery depths. Fairly easy to kill, though.



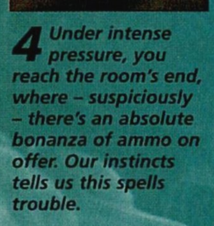


1 There's little doing as you enter the room and set off on the protracted curved path around the room.

3 But then there's more. And they take shortcuts across the lava and let rip with red-hot projectiles. Gulp.







4 Under intense pressure, you reach the room's end, where – suspiciously – there's an absolute bonanza of ammo on offer. Our instincts tells us this spells trouble.



5 Sure enough, groups of new, tougher monsters emerge. They look terribly angry, and there's nowhere to run and hide.

6 Overwhelmed by burning gribblies, Joseph heads off to the great dinosaur hunting ground in the sky. It's not easy, this.

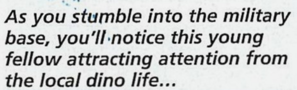
LOOK AND FEEL

Cut-scenes and stunning set-pieces aren't just for show in *Turok 3* – you can *interact*!

DEATH!







As you stumble into the military base, you'll notice this young fellow attracting attention from the local dino life...

...after which you'll have to fend off the little terrors yourself as they take bites out of your neck.

DESTRUCTION!





In the Lost Lands, watch gobsmacked as a landslide rolls into town, sending a villager flying...

...then grab the pistol clip and first aid box that the poor unfortunate left behind. Sneaky!

DIZZINESS!





As you step through a door in Oblivion's lair, a giant machine looms, its mechanical joints and pistons swaying at scary speeds...

...and with your mouth in your stomach, you can clamber onto the wildly vibrating machinery and look down on the moving parts.

DANGER!



After dropping into the subway, you're treated to the sight of trains roaring past at incredible speeds, lights blazing...

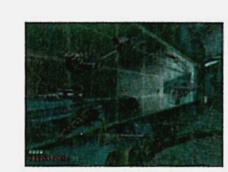
...and if you can make it to the end platform, you can climb inside and on top of the train as it races to a nasty end.

FRIENDS AND FOES



Early dealings with old man Otis might lead you to believe that *Turok 3* will be choc-a-block with human interaction. It isn't. After Otis has his torso dragged off by an unfriendly monster, Acclaim all but give up on the supporting cast. Aside from the aloof police officers and a half-dead scientist choking up blood just outside the military base, there are progressively fewer folk to converse with as you get deeper into *Turok 3*. It makes for a lonely old game, and it's a far cry from the hordes of involving hunt down, follow and protect missions in – yep – *Perfect Dark*.

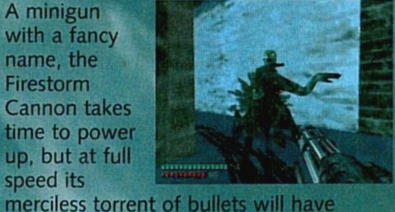
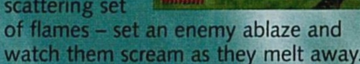
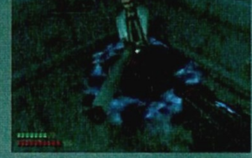
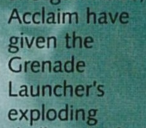
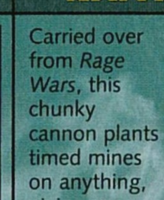




GUNNING FOR GLORY
Seasoned *Turok* veterans will feel right at home with *Turok 3*'s controls. The analogue guides your gun sight, the C-buttons move you about, and the patented weapons wheel is back after being 'borrowed' by *Perfect Dark*. Acclaim have taken revenge on Rare, though, by nicking their own auto-aim system for this round of gut-spilling gore.

FIRING RANGE

Standard weapons are upgraded differently for Danielle and Joseph as time goes on. Like this..

Standard	Danielle's Upgrade	Joseph's Upgrade
ASSAULT RIFLE  The weapon of choice for most of *Turok 3*, the Assault Rifle lets loose with three bullets at a time, and can take the head off even the most rigid-necked ruffian.	**FIRESTORM CANNON**  A minigun with a fancy name, the Firestorm Cannon takes time to power up, but at full speed its merciless torrent of bullets will have anyone's face off in seconds.	**SNIPER RIFLE**  A quick tap of the D-pad is all that's needed to zoom in on a faraway bad guy's bonce, but take care with the aim – the reload's painfully slow if you miss.
SHOTGUN  Everyone's favourite double-barrelled beauty returns, but with a disappointingly weedy firing sound. Its shell-scattering is woefully inaccurate at long range, too.	**FIRESWARM**  This is the business. The Shotgun's multiple bullets combine to form a scattering set of flames – set an enemy ablaze and watch them scream as they melt away.	**SHREDDER**  Pretty, if not particularly effective, the Shredder lets loose an eye-dazzling array of bouncing blue bolts. Anything that gets in the way of its rays is microwaved.
GRENADE LAUNCHER  To make up for the pitiful Shotgun noise, Acclaim have given the Grenade Launcher's exploding shells a deafeningly loud bang. Shame about the visuals, though.	**RPG**  *Turok*'s version of the standard Rocket Launcher. The RPG's slow-moving shells let rip as soon as they make contact with anything solid. Nothing survives.	**NAPALM CANNON**  Carried over from *Rage Wars*, this chunky cannon plants timed mines on anything, giving you a few short seconds to scarper before the big bang.
CEREBRAL BORE Ah, yes. Homes in on any given bad guy and burrows into their grey matter, spitting out gallons of blood as it goes. Not nearly as gory as *Turok 2*'s, mind.	**CEREBRAL BURST** Rather more primitive than the Bore, this simply attaches itself to a monster, then counts five seconds before blowing them to bits in a particularly bloody explosion.	**CEREBRAL PROCESSOR**  Utterly bizarre. Tunnels into an enemy's brain and gives you five seconds worth of control of their body. You can't attack, though, making it all but useless.

AND FINALLY... THE PSG



Harking bark to the glory days of ***Dinosaur Hunter***, pieces of this monster are found in hard-to-reach places throughout the game. Collect them all and you've got a ridiculously outlandish weapon on your hands – one that fires a glowing orb of nuclear power which proceeds to suck in *everything* around it. Watch in horror as the scenery bends and distorts as it's drawn into the temporary singularity, and tap frantically at Bottom-C in an effort to avoid being sucked in yourself. Horrific.

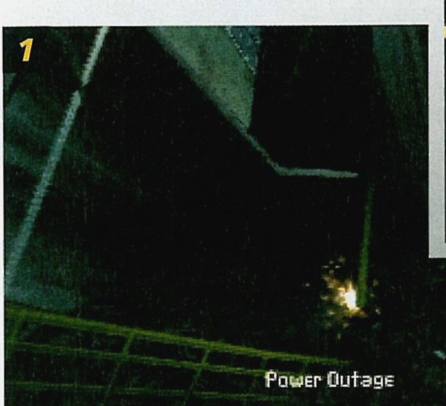




ELEVATOR ACTION

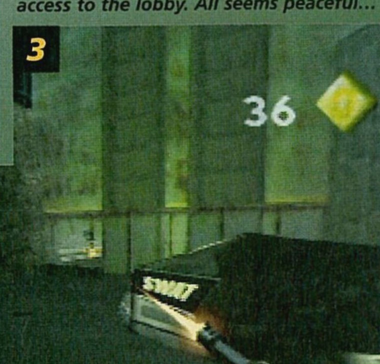
Immediately after bringing a subway train to a halt on the first level, some hair-raising hotel antics begin...

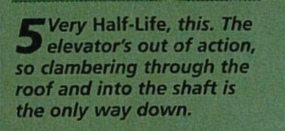
1 Clambering from the subway back onto the streets is no mean feat, thanks to a pair of skittering electricity cables.



2 You're out – and your new objective is to reach the top of the skyscraper. The dead bodies scattered around don't bode well.

3 The building's main door is locked, but a hole in the wall gives you access to the lobby. All seems peaceful...





4 ...until this bulbous-headed freak appears to give you some gyp. A pistol to the head should easily fix him.

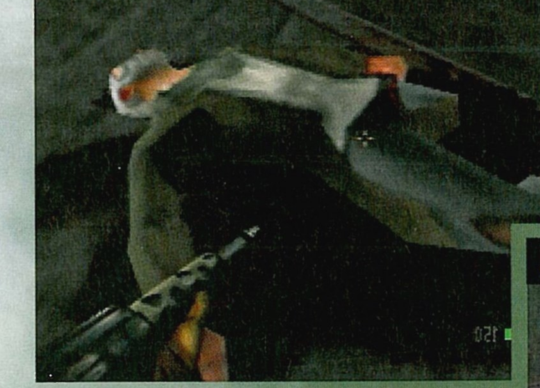


5 Very Half-Life, this. The elevator's out of action, so clambering through the roof and into the shaft is the only way down.

6 Another gribbly lies in wait. Once he's dealt with, the switch in the next room brings the power back on line.



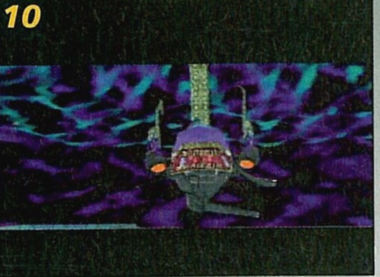
7 A typically stomach-churning Turok 3 moment – the randomly moving lift doors have crushed this corpse's leg. Mmm.



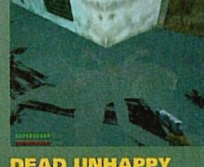
8 Reaching the top means leaping onto the second lift's roof, then scampering off before being crushed by the ceiling.



9 At which point, spidery monster number 3 appears to congratulate you in his own special way. Kill him.



10 Finally, you've reached the Oblivion creation that's guarding the rift between Earth and The Lost Lands. Best start shooting...



DEAD UNHAPPY

Perfect Dark has a lot to answer for. We've grown used to corpses that stick around long after they've bled their last, so it's all the more disappointing to see *Turok 3*'s cadavers morph into pale ghosts and float up to heaven within seconds. Even *Dinosaur Hunter*'s dead bodies stayed in place for longer. Boo.



SNIPER SPORTS
What first-person shooter would dare to show its face without it? The snipering in *Turok 3* is suitably heart-jittering, and the ability to reduce an enemy's head to a blood-spurting stump is more sickening than even *Duke Nukem: Zero Hour*. Only Joseph has access to the Sniper Rifle, though, the lucky scamp.

ATTRACT MODE
Incidental details abound in *Turok 3*'s gargantuan levels. Rats chew on charred human remains near the downed aeroplane, an electrical storm fills the sky above the city with raindrops and forked lightning, and there's a stunning harbourside vista outside a window in the military base, complete with working lighthouse just visible through the mist. There's not nearly enough to create worlds as convincing as, say, *Perfect Dark*'s, but it's still eye-pleasing stuff.

GAME OVER

Turok 3 **is positively overflowing with gruesome ways to die. Here are six of the most eye-wincing...**



THE CAUSE: Stumbling upon the ED209-style robots which keep folk within city boundaries.
THE EFFECT: Having the contents of a minigun politely emptied into your face.



THE CAUSE: Misuse of the bizarre – but useful – hot geyser elevator system inside the Fire Caves.
THE EFFECT: Plummeting several hundred feet into a pool full of boiling, bubbling lava. Not nice.



THE CAUSE: Standing in the way of the third level's gigantic, grotesque crustacean boss.
THE EFFECT: Melted skin courtesy of a jet of green mucus – as this enemy guard's just discovered.

THE CAUSE: Upsetting the local constabulary by straying past their pretty glowing fences.
THE EFFECT: A pistol-wielding cop chasing you until you've got no blood left inside your body.



THE CAUSE: Dropping down a manhole into The Lost Lands' underground engine room.
THE EFFECT: Limb loss and/or death courtesy of the guy with the pointy fingernails, *or* the blades.



THE CAUSE: One-eyed cyclops folk with six-foot swords who patrol Oblivion's lair.
THE EFFECT: A grenade straight into your mouth, and a trip back home in 15 body bags.

It's heartbreaking, really. *Turok 3* is a worthy successor to its prequel; a gigantic, gorgeous game that's packed with goodness and perfectly playable in every way. But it's just too late. You only have to look at anyone who sits down to play the game to see the problem – that glazed look in the eyes that says, "I wish I was playing *Perfect Dark* instead".

Turok 3's failure to topple *PD* isn't for want of Acclaim trying, though – they've blatantly stolen ideas from a wealth of big-name games in an effort to make this the greatest *Turok* ever. You'll spot a less-than-subtle nod to a rival developer at every turn, whether you're careering over sheer drops with the Grapple Hook (*The Legend of Zelda*), exploring a pneumatically-driven mechanical alien factory (*Quake II*), negotiating an area that's unique to the character you're controlling (*Resident Evil II*), or watching civilians and scientists fall prey to all manner of hilarious mishaps (the PC's *Half-Life*).

As a result, *Turok 3* has an entirely different feel to Acclaim's previous shooters. For the first two thirds of the game, Danielle and Joseph are trapped in a detail-drenched futuristic environment that's literally a world away from the game's prequels, and loosing off bullets at humans rather than faceless mutants. In some ways, it's a foolish move on *Turok 3*'s part – by striving to emulate the immersive realism of *Perfect Dark*, Acclaim are inviting comparisons with a game that they were always unlikely to better – but it's a welcome change from *Turok 2* all the same.

VISUALS ***Turok's trademark distance-masking fogging has all but disappeared.***

Which is why it's all the more disappointing when *Turok 3* falls into precisely the same trap that caught out *Perfect Dark*. After a good few hours of convincing environments and thoroughly enjoyable combat with wandering humans, you're dragged off to do battle in outlandish lava-filled caves and far-fetched alien factories, taking potshots at aliens who screech and scuttle around on insect-like legs just like the creatures from a thousand first-person shooters before them. It doesn't ruin

△ *Aim straight for the nipple to make both heads scream.*

He'll find it tricky to aim with no eyes. Or, indeed, brain. ▷



◁ Grotesque – but two shots and he's dead.

Bad dog! Spit that scientist's head out now! ▽

△ The all-powerful Assault Rifle in full effect. Lovely.

◁ Another brain-splashing Cerebral Bore moment.

Turok 3's bad guys almost queue up to die, the fools. ▷

◁ He'll be needing some Savlon on that stump.

THE MULTIPLAYER

For *Turok 3*'s multiplayer, see our review of *Turok: Rage Wars* in **N64**/43. However, knock several points off *Turok 3*'s deathmatch for: idiotic bots who all but give up if you fiddle with the default options; Monkey Tag ruined by a needless rule-change; ammo that's so sparsely scattered that you'll spend most of your time using the axe; and a much less 'meaty' feel than its deathmatch-only predecessor. It's still fun – the Color Tag mode, in particular, offers an interesting game where you're forced to swap teams every few seconds – but we'll be surprised if you're not back on *Perfect Dark*'s Combat Simulator within half an hour.



△ *The CPU bots have a habit of scampering around in little circles. Dead dull.*

Turok 3 by any means, but, just as *PD*'s Skedar-packed levels left you with a slightly empty feeling, so *Turok 3*'s final hours will have you yearning for the good old days of the first level.

The game does at least look staggering. There's a frighteningly convincing military base; underwater laboratories with schools of fish swimming behind gigantic viewing windows; and a sprawling space-age metropolis – full of gigantic skyscrapers, strutting ED209-style robots, ruined buildings and roaring subway trains – that's simply magnificent. *Turok*'s trademark distance-masking fogging has all but disappeared, and – while things start juddering in hi-res – you're rarely subjected to the catastrophic slowdown of *Turok 2*. A little more light in places wouldn't have gone amiss – some areas are so dark that we had to check the TV was still on – but otherwise *Turok 3* is a real treat for the eyes.

And it's *ever* so violent. Hit a demon in the chest and it'll drop to the floor, flailing in its death throes as it drenches the pavement in blood. Hit a mutant dog in the chest and it'll literally explode, showering the sidewalk with green goo. But, best of all, pump some bullets into a soldier or scientist and he'll come apart before your very eyes – perhaps losing a leg before tumbling to the ground, or parting with his head and pumping litres of blood into the sky from his severed neck. The enemies don't dive, roll, clench their injured parts or even run as convincingly as *Perfect Dark*'s Datadyne-faithful, but they certainly know how to die in style.

After you've been gobsmacked by the visuals and violence, though, you'll be back day-dreaming about *Perfect Dark*. Rare's combination of meaty guns, lifelike guards and spine-tingling stealth made *PD* a gripping experience. By contrast, *Turok 3*'s relatively weedy weapons, unintelligent aliens and lack of objectives beyond 'kill everything' will leave you largely unmoved. Pure, unadulterated blasting can work on the N64 – see *Quake II* or the two *Turok* prequels – but *T3* doesn't have the speed, scares or sheer number of bad guys to quite pull it off.

MASTERY *Hit a mutant dog in the chest and it'll explode, showering the sidewalk in green goo.*

Make no mistake – *Turok 3* is still overflowing with heart-pumpingly exciting moments but every brilliant set-piece is sandwiched between sections of confusion, frustration or sheer soul-crushing tedium, and, as a result, there's always the nagging sense that *Turok 3* could have been so much *more*.

So, the battle between *Turok 3* and *Perfect Dark* – a scrap that featured Jo Dark as odds-on favourite since betting opened – ends with Acclaim's game receiving far less of a kicking than we expected. But *T3* would be a fairly disappointing experience even without Rare's presence – a game whose catalogue of brilliant moments is tempered by many more that are sluggish, uninvolving and unoriginal. If you can forgive that, *Turok 3* has plenty to satisfy dedicated followers of Fireseed's ultra-violent adventures. *Perfect Dark*, though, offers much, much more.

MARK GREEN

pluses & minuses



+
- Welcome attempt at more immersive play.
- Plenty of blood.
- Looks fabulous.

–
- Loses something after the third level.
- Action just isn't meaty enough.
- Crying out for *PD*-style R-activated sights.

If you like this...

Turok 2
Acclaim
N64/21, 95%
Sickeningly violent dino-hunting prequel.



9 VISUALS
Often utterly gorgeous – shame about the camp-as-you-like animation.

8 SOUNDS
Music is as evocative as ever, plus plenty of bangs, booms and screams on top.

8 MASTERY
Three years down the line, Acclaim haven't *quite* mastered the N64 as well as Nintendo or Rare.

7 LIFESPAN
Big, but diminutive compared to its prequel – and not as tough, either.

VERDICT
A real mixed bag of gut-tightening brilliance and abject tedium, and nowhere near a match for *Perfect Dark*.

82%

PREVIOUSLY IN N64 Check out our *J-League Perfect Striker 2* review in N64/33 and the *ISS Millennium* Special Investigation in N64/37 – they're the same game.

△ The alternative corner kick camera.

▽ Bob Carlos slams one into the back of the onion bag.

△ Another one-on-one situation.

△ The poor guy in blue has just scored an own goal, and is about to be kicked by his keeper.

The linesman is ▷ flagging for some unseen offence.

◁ There are lots of new teams, such as mighty Hong Kong.

△ Strangely, we haven't come across any new goal celebrations. We'll have to keep looking.

△ He's lining up for a blaster. This is where the new volley move works a treat.

N64 MAGAZINE STAR GAME

ISS 2000

Start the new season in the reserves with Konami's soccer RPG.



INFO BURST

ISS 2000

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 121 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Sept	Now

COST: £40

At last, the long awaited *ISS Millennium* has finally arrived – late enough to have had to change its name to the plainer *ISS 2000*, but it's here all the same. From the original *ISS* on the SNES to the 3D *ISS 64*, Konami's long-running series has regularly provided Nintendo gamers with a reliable source of top-quality football.

The best of the bunch so far was *ISS '98*, which added a wealth of extra tactical options and enough new animations to make the game look almost as good as live TV coverage.

ISS 2000, the third 64-bit version, marks the last time the N64 will play host to an instalment of the *ISS* series before the games move on to the photo-realistic world of the next-gen machine. Can the series sign off on a high note, or are the boots of *ISS '98* just too big to fill?



◁ New scenarios await the serious football players.

A tasty bicycle ▷ kick captured in full swing.

Look out – those slinky Portuguese wingers like ▽ to run at defenders.

△ The scene you get after conceding a goal. Unlucky.

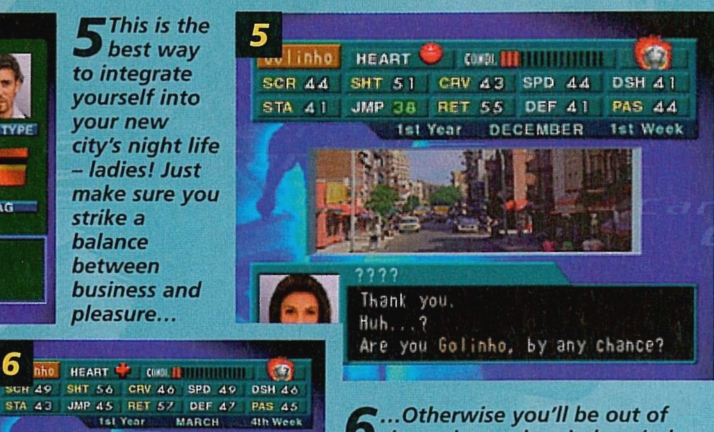
A JOB FOR LIFE

Career mode is *ISS 2000*'s big selling point, offering the chance to train a young player in a semi-RPG style. But don't make a mess of it like the player we created.

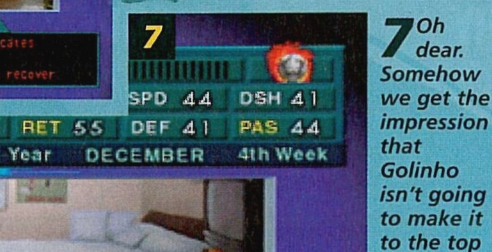
1 *Here's Golinho, our Brazilian superstar. He plays for the reserves, although he isn't very talented at the moment.*



5 *This is the best way to integrate yourself into your new city's night life – ladies! Just make sure you strike a balance between business and pleasure…*

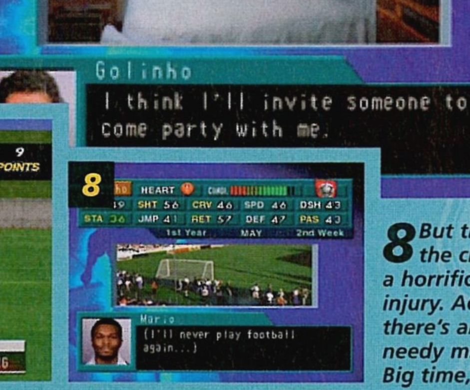


2 *A practice match against a local amateur side is Golinho's first chance to impress the manager. He doesn't score, and isn't named on the team sheet for next Saturday.*



6 *…Otherwise you'll be out of shape, banged up in hospital, and out of the squad. Show some self-control, Golinho.*

7 *Oh dear. Somehow we get the impression that Golinho isn't going to make it to the top after all.*





3 *It certainly doesn't help matters when your friends are all a bunch of psychos either. It's best to try and stick to the training field.*

4 *Training exercises like this one improve your skills but don't do much for your happiness as a lonely young reserve.*



8 *But then this happened – the club captain suffered a horrific, career-ending injury. Ace! That means there's an opening for a needy midfielder… Big time, here we come!*

TACTICAL
The tactics screens have been left in much the same state as they were in the last version, which is unsurprising because it would have been pretty difficult to improve on the comprehensive set of options found in *ISS '98*. The only changes we've been able to find are cosmetic ones, so all of your favourite formations and marking set-ups will work in exactly the same way.







SMOOTH OR CRUNCHY

New additions are fine if they enhance the gameplay or improve the graphics, but switching to hi-res actually makes *ISS 2000* a poorer game. What we love about the *ISS* series is the fluid passing action, but hi-res suffers from a low framerate and jerky animation. Even though it gives an exceptionally crisp look to the players, the choppiness of hi-res mode makes it a pointless option.



◁ *The crunchy framerate doesn't help matters.*



△ *This traditional grudge match between North and South Korea makes the Old Firm game look like a pre-season friendly. And it's jerky in hi-res.*

GO! GO!

NEW FOR 2000

Although *ISS 2000* is nothing like as significant an update as *ISS '98* was, we've managed to track down a handful of improvements and tweaks.



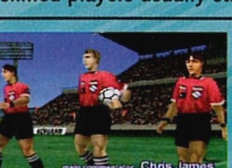

TOE LEAP Give the Z trigger a quick double-tap to make your player leap into the air with the ball stuck to his toe. It's useful for avoiding sliding tackles, although less skilled players usually stumble when they land.




HEADER The most subtle new animation we've seen is a twisting, diving header performed when the ball is curling just behind the striker. There's also a toe-poke volley, which is very handy in a crowded goalmouth.




REFEREES The refs have taken a leaf out of David Elleray's book, and favour verbal warnings rather than an instant yellow card. They make a note of the culprit's name and number, in case there's a repeat offence.





COMMENTARY Chris James and Terry Butcher supply the words of wisdom to accompany the action, but sadly they're no more useful than Tony Gubba was in the '98 version. We switched them off very quickly indeed.





LEAGUES A most welcome feature. You can now set up your own leagues with between four and 32 of your favourite teams. Perfect for a long-running series of Friday night fixtures with your friends (or the computer).




INTROS The pre-match intro sequence is now more cinematic, showing the players striding towards the centre circle before lining up for the cameras. The ref and his assistants stroll out like the gangsters in Reservoir Dogs.



Looks like the USA might be involved in this match.

Crunched him up nicely, and didn't get booked. A result!

When strikers attack... The forward lost his head and scythed down the keeper. That's an instant red card, sonny.

A textbook example of how not to take the perfect penalty. This one's heading for Row Z.

This is all very familiar. So much so that when you get into a match, you'd do well to be able to tell whether you're playing *ISS 2000* or the two-year-old *ISS '98*. It still stands head and shoulders above any other football game, since only *World League Soccer* has put up any kind of opposition in the last couple of years, but it doesn't feel like the kind of game that would make you want to shell out another £40.

At least, not to begin with. Back in issue 20 it took us quite a while to find all of the differences between *ISS '98* and *ISS 64*, and since most of the changes to this new game have taken place off the field, it's even harder to spot the difference. But dig deep enough and you *will* find a slightly tweaked version of the *ISS '98* engine. The changes are clearest during frantic goalmouth scrambles, when the new toe-poke animation, the new headers and the improved volleying moves mean you're more likely to see the ball rocket into the back of the net from within a crowd of players. It's subtle, but an improvement nonetheless. Other than that, the only additions we've found have been animations and cosmetic tweaks, plus there's now a jerky hi-res mode that you'll probably never use.



For every David Beckham, there's at least a dozen like – well, like us – who fall by the wayside.

The one really big extra is the career mode, which featured in the Japanese *J-League Perfect Striker 2*. It was cut from the recent US version but returns here in a full English translation. It's a most unusual game mode, and one which we've had fun (but little success) playing through. Taking a player from the reserve team to international stardom is about as straightforward as it is in real life, and for every David Beckham there's at least a dozen like – well, like us – who fall by the wayside. Just as soon as we thought we were getting somewhere, it only took one measly indiscretion with a waitress before we were out of the big time and looking for any pub team willing to take a chance on us. It's rather unforgiving. You don't get much room to mess around in this RPG, so when there's training to be done you explore the alternative options at your peril. The closest we got to the first team was during warm-up exercises. After that, we were reduced to mooching around the practice ground in the middle of the night.

There's now a keeper training mode, for the hardcore few who like to play with



△ There are some new stadiums. This is Milan.

◁ He shoots, he scores. Goal!



△ New faces for creating players. You can even specify the colour of their boots, if you really want to.

Having just broken the lad's legs, it's surprising that the psychotic defender ▽ is complaining about the yellow card.



manual goalies, and 16 new scenarios. Reckon you're good enough to steer Wales to victory from 4-0 down against Italy? In Rome. Here's where you find out. The addition of custom leagues, with home and away matches against up to 32 human or computer-controlled teams, is one of our favourite new options, allowing for proper competitions with a group of friends.

And that's about all there is to it. If you've got *ISS '98* and the prospect of the RPG mode doesn't fill you with joy, it's hard to recommend this version, particularly as it's a full-price release and its predecessor is available for much less cash. But if you want to have a crack at making it to the first team (and there are plenty of laughworthy moments to be had along the way), *ISS 2000* couples that unique RPG with a most pleasingly complete version of the world's greatest football game.

MARTIN KITTS

pluses & minuses

+
- Unusual career mode.
- Some new bits and pieces.
- More one-player challenges.
- It's still the best football game around.

−
- Jerky hi-res mode.
- Not many real gameplay enhancements.

If you like this...

ISS '98
Konami
N64/20, 92%
Plays more or less the same game of footie, and it's dirt cheap.



8 VISUALS
Very slick. Shame the hi-res mode didn't really come off.

8 SOUNDS
Not much commentary, but great sound effects.

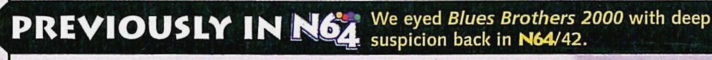
9 MASTERY
Major A are on top form – nobody does it better.

9 LIFESPAN
The RPG mode and those leagues will keep you busy until the Dolphin version arrives.

VERDICT
The ISS name has always been a guarantee of quality, and while this isn't a huge update, it's still a fantastic game.



90%



We eyed *Blues Brothers 2000* with deep suspicion back in **N64**/42.



FOUR-LETTER WORLDS
The appeal of the original Blues Brothers movie lay in its gritty, humorous depiction of the windy city itself. The second movie and its game have looked further afield with varied results. It is to *BB2000*'s credit that the levels are visually different, like the swamp, the city's sewers, the prison or the graveyard, but it's a shame that more creative thinking didn't find its way into the gameplay.



This note gives you springy heels. Same bad sound, though.

When he was told to clean up his act, the poor fella misunderstood.

Don't do it, Elwood! There's another dancing bit soon!

Exciting times ahead, like when you turn the console off.

"Bye, fellas! It wasn't fun!"

Dan Ackroyd doesn't lollop like an ape.

Elwood hates it so much he removes himself from the game.

BLUES BROTHERS

Titus' new platformer doesn't strike a chord.



INFO BURST

BLUES BROTHERS 2000	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 3 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Nov 28	Sept 22	TBA

COST: £40

Videogames are supposed to be fun, right? So why is it that the prospect of playing *Blues Brothers 2000* instills in us equal measures of anger and despair? The answer is simple: it's a terrible game.

The latest in a never-ending series of bland platformers sees Elwood, among other things, having to escape from Joliet Prison, reform his aging band, play a gig, and save some wretched kid. You proceed sequentially through a series of four-sided areas, solving elementary puzzles and collecting musical notes (*Banjo-Kazooie*), coins (*Mario 64*) and assorted other trinkets. The 'puzzles' alternate between the ridiculous – such as the matching pairs game you play with a psychotic chef – and the plain dull.

Amazingly, Elwood is even harder to control than Taz in the equally appalling *Taz Express* (**N64**/43, 27%). His hamfisted swings take an age to execute but seem to annihilate any unseemly freak within 20 yards. The frustrating camera forbids you to see where you're going and always assumes the worst possible position, but what caused the most frustration around the office was the way you're sometimes left wandering around a completed level, wondering what to do next, until you finally stumble on a previously locked door, heaving exasperated sighs of relief.

VERDICT *Like the lardy bellyflop of a movie that inspired it, BB2000 is a shambles from start to finish.*

And that sigh should be the only audible sound, since the in-game music only increases the feeling of annoyance – you'll quickly want to turn if off. Otis Redding and the other soul greats whose tunes have been butchered would doubtless be spitting blood were they to hear the appallingly-rendered parodies that *BB2000* boasts. We've knocked up better efforts on a rusty Major Morgan. The other notable sound is the annoying

I GOT THE BLUES

Want to know pain? Then experience one of *BB2000*'s levels.

1 It all kicks off. Nice cell, Elwood. Run outside to access the main corridor, from which all the other rooms lead off.



2 And here it is. A dull hub like this is really unimpressive and a little confusing.

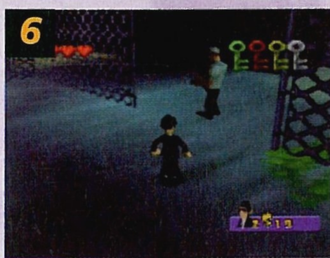
3 The first room sees Elwood punching the grate off the vent, then flying up and doing a Mario butt-stomp on some buttons. Very bad indeed.





4 This room's a bit more involved, but it's still 2D rubbish. The camera's atrocious too.

5 Guide the loon to the crazed nurse. It's actually very confusing until you realise that you jump on the arrow pointing in the opposite direction to the way you want the crazies to go.



6 The final outdoor section gets a little better, but is capped off by that dancing nonsense. At least you can see sky, though.



◁ This scullery maid's lobbing stuff at Elwood. Good girl!

◁ Elwood decides to end the suffering by giving himself up to the cops. Very sensible.

▽ Ooh. There's a riot going on. No, really. How exciting.

2000

boinging noise that erupts from Elwood's pants when he jumps – it must be a source of constant embarrassment.

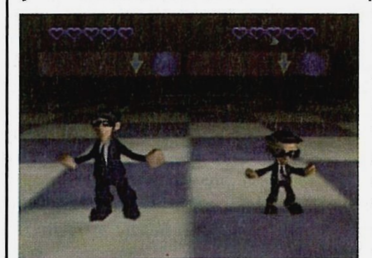
Should you be brutal enough to inflict *BB2000* on a 'friend', prepare to receive a beating. And a swift one at that, as there's no more than five minutes' play here. It's simply a re-hash of the failed dancing bit from the single-player game – see 'Bust a blood vessel' box. Even *Pokémon Stadium*'s nine minigames had us coming back for more.

Like the lardy bellyflop of a movie that inspired it, *Blues Brothers 2000* is a shambles from start to finish with nothing here that hasn't been done before. Stick to Nintendo's own platformers and you'll be dancing in the streets.

ALAN MADDRELL

BUST A BLOOD VESSEL!

The multiplayer mode appears to be a last-minute effort tacked on just so the publishers could put '1/2 players' on the box. In the vein of *Bust-a-Groove* and sundry others, you have to match the timed button-presses to supposedly execute a nifty dance routine. Only not. You see, since there's no sense of rhythm, you can't execute the routines in the time allotted, and there's absolutely no point whatsoever to the whole exercise. Plus you're concentrating on the flashing bar at the top, so you can't see your chosen fella get jiggy. This is, quite simply the worst multiplayer game we've ever seen.





pluses & minuses

+
- Attempts *have* been made at variety.
- Younger gamers will be able to grasp it easily.
- We don't have to play it any more.

–
- Rotten, worm-ridden multiplayer.
- Frustrating to play.
- Deeply depressing.
- Absolute pump.

If you like this...

Banjo-Kazooie
Rare
N64/18, 92%
Sprawling, ingenious and endearing. Only to be bettered by its impending sequel.



5 VISUALS
Okay in places, but very unambitious indeed.

3 SOUNDS
Nauseating synth versions of soul classics with the odd infuriating jump-type noise.

2 MASTERY
Disgusting camera with a multiplayer that beggars belief.

3 LIFESPAN
Your fingers will hate you, and you'll be begging for mercy.

VERDICT
A member of that special league of games headed by *Superman*. A third-rate movie licence is not a licence to print money. Under no conditions should you buy this.

28%

The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.



PREVIOUSLY IN N64 We inspected *Army Men: Air Combat* back in **N64**/41.



As you travel life's road, don't forget to shoot the flowers.

Everything but the cat food in this pic is winchable.

I'll take your brain to another dimension…

Lookin' good, Sarge. The map in the top left is invaluable. This final level's very tough indeed.

Looks alright here, but turn on the maps and the hope of seeing your foes plummets. Shame.

ARMY MEN AIR COMBAT

Sarge and chums take to the air!

Chopper sims. The N64 has seen a fairly decent stab at the genre with *Nuclear Strike*, and we expected something good to happen when the *Army Men* team turned their hand to it, too.

And it seems we were mostly right. You hop into any of four choppers, select a co-pilot with a preference for one of your many weapons, and do battle with all manner of enemies, tan coloured and otherwise. You'll face insects, ground troops, bees, UFOs and the like, and you can also winch up pretty much anything, from cans of corned beef to distressed scientists.

The series' trademark sense of humour is thankfully backed up by some decent gameplay. The difficulty curve is such that you'll easily pick up the controls, but it can soon become so frantic that you'll run into problems after completing just a couple of the 16 missions. The assignments themselves are pleasingly varied, ranging from rescue and protection sorties to more strategic major offensives.

The balanced gameplay makes it easier for us to forgive some unremarkable graphics. Despite employing an Expansion Pak, the only visuals to even slightly impress are the explosions. Our biggest gripe is with the flying insects. They're particularly hard to spot unless you're using the guided missiles, which come with little red boxes to help pick out the buzzing blighters.

While serious consideration has gone into the weapons, choppers, missions and other essentials, such care and attention has not been lavished on the multiplayer. There's an impressive array of missions and modes to choose from, but they're seriously let down by a lack of visible playing area. A major problem.

The latest in the *Army Men* series has a decent co-operative mode and features some engagingly mindless shooting, but it's let down by problems with the multiplayer. Worthy of your attention, but hardly a masterpiece.

ALAN MADDRELL

INFO BURST

ARMY MEN: AIR COMBAT

FROM:	3DO
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

pluses & minuses

+
- Good, old-fashioned shooting.
- Great variety and depth.
- Co-op mode.

−
- Multiplayer is slightly flawed.
- Easy at first.
- The co-pilots don't seem to make a difference.

If you like this...

Nuclear Strike
THQ
N64/39, 82%
Very similar helicopter sim that takes itself a bit more seriously.



7 VISUALS
Crisp, cute surroundings that don't get choppy.

7 SOUNDS
Same theme tune as before, but decent warfare effects and voices.

8 MASTERY
Lots going on and some real love has been bestowed on the programming.

8 LIFESPAN
The sheer fun of shooting stuff, plus mission variety will keep you coming back.

VERDICT
A very good (if slightly retro) action game. Definitely worth considering, even if it does have its faults.



PREVIOUSLY IN N64 We pawed (sorry) over the original blue cat way back in **N64**/2.



◁ Kick back and max with some fine fish, baby.

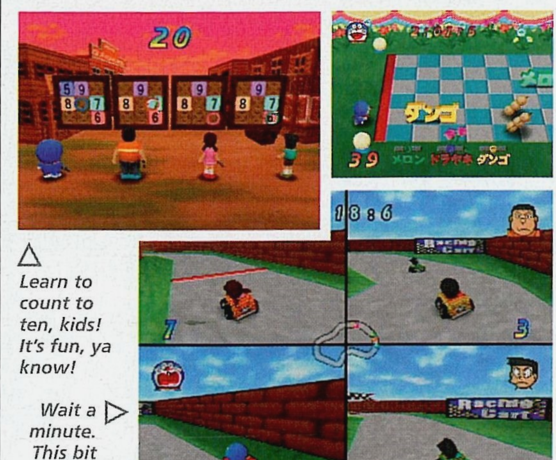
You can change character any time you like. ▽ Nice touch.

Suddenly, Doraemon realises he's in a second-rate game, ▽ and decides to end it all.

△ One of the better-looking bits, with plenty going on. Still a touch foggy, mind.

FOUR CRAZY CATS

The multiplayer efforts are an exceedingly strange bunch. There's a variety of games on offer, catering for up to four players. It's just a shame they're all abysmal. Current favourite for the 'crap' crown would have to be the one where you must stop a kebab thing from approaching you by spewing Japanese words at it (below left). Following close behind are the weak karting effort and the shooting-numbers-in-order game. Shame.



△ Learn to count to ten, kids! It's fun, ya know!

Wait a minute. This bit looks familiar. ▷

DORAEMON 3

Look what the cat dragged in...

It's been a *long* time since that crazy blue feline scampered off the pages of a Japanese kids' comic book and onto the N64. So long, in fact, that you'd think his threequel would reveal tons of improvements.

Unfortunately not. *Doraemon 2* (**N64**/26, 52%) only served to confirm our suspicions that the titles are aimed exclusively at Japanese youngsters with an eye for the titular atomic cat. Now we come to this third offering, and the gameplay and basic graphics remain virtually unchanged.

Each outing *does* have a slightly different storyline though. In *Doraemon 3*, the crazy cat's home town is hit by mysterious asteroids (*Kirby*, anyone?) which hurl the place into space. From there, it's your task to explore seven worlds, locating items and delivering them to willing recipients. Every so often you might run into a quirky enemy, but it's easily dispatched with the aid of your trusty shooter.

Like its close relative *Mystical Ninja*, *Doraemon 3* allows you to switch between different playable characters at will, and you have an inventory of kooky kit to help you on your way. Those not fluent in Japanese, though, will find ferrying themselves to the required place difficult, so the tasks asked of you aren't really possible to complete.

Technically, *Doraemon 3* is a pretty shameful affair. Attempts at disguising the horrendous pop-up have failed, and the textures are strikingly similar to *Mario*'s, only much worse. Your characters, although cute to look at, handle like wounded pigs, particularly when they get near water. Add to this a wobbly camera – a sure sign of a sloppy 3D platformer – and you get an unpleasant blend indeed.

In keeping with the current trend, there are a couple of slipshod multiplayer games slapped on for younger gamers. But we suspect even *Doraemon 3*'s target audience will quickly tire of a weak *Mario Kart* clone and some odd action contests with an educational inclination.

Despite its quirky style, *Doraemon*'s third outing is essentially just another unimaginative and technically weak 3D platformer. Boot it out the back door.

ALAN MADDRELL

INFO BURST

DORAEMON 3

FROM:	Epoch
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

COST: ¥6800 (approx £40)



△ This lass has just wiped the floor with her friends at the shooty mini-game.



◁ You'll be making frequent use of your inventory. Here we enjoy some firearms.

pluses & minuses

+
- Big levels to explore.
- Decent storyline.
- Changeable characters.

–
- Pop-up and duff scenery.
- Not as versatile as *Mario*.
- Not very good.

If you like this...

Mystical Ninja
Konami
N64/14, 90%
Gloriously kitsch *Mazza*-alike packed with nutritious Japanese insanity.





ACCESSIBILITY

Its reliance on text-based clues will make things a bit tricky. It is possible, though.

5 VISUALS

Shoddy in most departments. Likeable characters, though.

6 SOUNDS

Good voices spoilt by an annoyingly tinkly score.

5 MASTERY

Vast levels – but they don't look very impressive.

5 LIFESPAN

Some depth, but it's hardly worth persevering with.

VERDICT

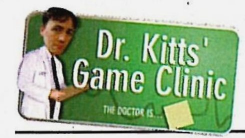
Mediocre *Mario* clone, with tatty bits stuck on, that should stay in its Japanese home.



Club 64

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

This month's top guide:



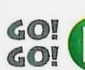


POKÉMON SNAP

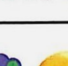
Our map-packed masterclass will have Prof Oak piling on the points! 68







GO! GO!



Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
Fax: 01225 732341
e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133).
All other letters printed win a prized **N64** badge!



An expectedly large pile of *Perfect Dark* bits, a pinch of *GoldenEye*, some old faces, and of course, all your favourite regulars. Smart.





This poor sucker bought it without Paintball mode on.



But this fellow, well, he met a far more colourful, blood-free demise. 'Lucky' him.

'mean mum from the dark side'

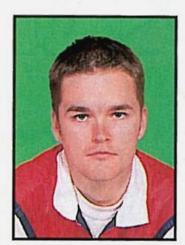
Having read the reviews of *Perfect Dark* in **N64** Magazine, I promised my son I'd buy it for him. Unfortunately, in the process of buying said game I noticed it's an 18 – I know I should have researched this a little more thoroughly. Anyway, I didn't buy the game so now I'm Mean-Mum-from-the-Dark-Side-of-the-Horriblest-Planet-in-the-Universe. Help! How can I regain my son's love and admiration? Does *Perfect Dark* deserve its 18 certificate? Or is it similar in gore content to *GoldenEye*?
Belinda Forbes, Berkshire

We've had lots of letters about PD's 18 certificate. We thought the game might get a 12 or a 15 rating, as we mentioned in the previews, and we were as shocked as many of our readers when we discovered the game had been rated an 18. Unfortunately, the game was submitted to the BBFC – the people who make these decisions – after we'd reviewed the game – on the 30th May to be precise, so it was too late to include the rating in the review. The game is quite graphic, with mild swearing and lots of blood, but there are options to remove both of these – the language filter within the audio options removes the swearing and paintball mode in the display options replaces the blood with multi-coloured paint. With these selected, we think the game's no more gruesome than GoldenEye – which had an ELSPA-recommended 15 rating – but it's up to parents to decide whether they're happy with that. **Ed**

'no news'

her promotion? Is there a Future executive locked in the bowels of **N64** Towers after feeling the wrath of its nasty end? Is Tim's twitching corpse to be found buried under the floorboards? Whatever the answers, we readers deserve to know. Perhaps you could run a 'Where are they now?' feature.
Gavin Lane, Worthing

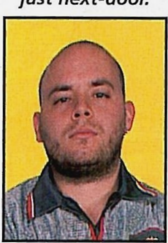
Well, you asked for it... **Ed**



Tim: now helming Arcade magazine, just next-door.



James: zipping around, doing Senior Ed things.



Jes: now Ninty Channel Editor for Daily Radar.



Wil: now at Rare, doing – oh, we can't actually say.

Correction corner

Listen carefully for the swish of the Stick...

In **N64**/43's **PGB**, you said check out the tips on page 49 for how to get Surfing Pikachu, but they weren't there. Once again you've made fools of yourselves.
Daniel Lee, Peterborough

Ummm, yes. Now that's Kittsy's department. I've given him a firm stare. But we did at least show you how to make the little yellow fellow ride the waves in issue 44... **Ed**

In your *Crazy Castle 4* review in **PGB**/43, you said that even Mario hasn't made it into a fourth version of a game. Well, I actually have a copy of *Super Mario 4* for Game Boy! Hah!
Andy McColl, Gosport

Cast your eyes back to **N64***/31 and you'll find our feature on pirate Game Boy games – one of which was Mario 4. As Martin pointed out: 'it's obvious that Mario 4 hasn't had the benefit of Nintendo's magic touch'. So we're right. And you're wrong. Hah!* **Ed**

Oi! In **N64**/44's Tips Extra you had a cheat claiming you could win a Smokin' Gun belt in *Wrestlemania 2000*. I think you'll find it's a Smokin' Skull belt. Fools, fools, the lot of ya!
Dr Roundo, West Midlands

Smokin' Gun, Smokin' Skull... what's the difference? **Ed**

In the *Banjo-Tooie* Future Look in issue 44 you said in a caption 'at last you can be the fridge', when it is clear in the screenshot that Banjo has been turned into a washing machine (complete with yellow shorts). Now you know why your food is always wet in the washing machine and your clothes never get clean in the fridge.
Alan Hammond, St. Helens

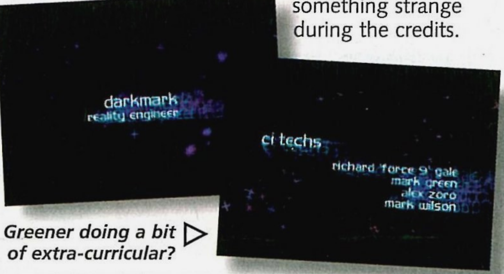
That's why Mark smells of cheese. **Ed**

're-shuffle'

I am writing to comment on a worrying trend I have noticed within the hallowed pages of **N64**. The frequency with which you re-shuffle your staff is, quite frankly, disturbing. On what terms do these people vacate their desks? Are they replaced? Or is there still an imprint of the ample 'Buttocks of Bickham' upon some lonely office chair? Is Wil's old hairbrush now being put to good use on Paul's lion-like mane? Where the hell did James go? The reason for their departure remains a mystery to us. Do they fail to meet the expectations of their fellow writers? Do they constantly hog the office copy of *Perfect Dark*? Do they smell? Or perhaps more sinister plans are afoot. Did Andrea's Big Stick™-wielding antics play a part in

'something strange'

After finishing the excellent *Perfect Dark*, I spotted something strange during the credits.



Greener doing a bit of extra-curricular?

There was a Dark Mark and a Mark Green! Is Mark a developer for Rare or something like that?
Øyrind Stenland, Norway

Unless Mark's been doing some secret moonlighting, this is just a very strange coincidence. **Ed**

'my best friend'

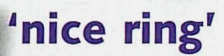
I've just discovered an extra bit of speech in *Perfect Dark*. On Pelagic II: Exploration, I was shooting through the windows in the doors to make it easier when I saw a lone guard. I shot him, and another guard ran towards him, knelt down beside him and said "he was my best friend", and then started to cry. I'm not sure if those were his exact words, but I think it's the funniest thing they say. I think you should ask other people to write in if they discover weird or funny things in the game.
Charlie Dawkes, Wokingham

It seems that not all of PD's guards were quite as pally. Steve has seen a guard stumble across a dead colleague and mutter "I never liked him anyway". Nice. If anyone comes across any other amusing remarks, send them in. **Ed**

'messing with our minds'

On *Perfect Dark* I keep finding lumps of cheese. Why are they there? What do they do? Are Rare messing with our minds? Please find out before I smash my game to bits!
Harry Stein, no address supplied

There are, in fact, strange lumps of cheese on nearly all of Perfect Dark's levels, but Rare have reliably informed us that finding every chunk will earn you absolutely nothing. Flick forward to Mark's Mind Games feature on page 108 for more 'odd' things that pop up in games. **Ed**



'nice ring'

I think I've come up with the best name for the Nintendo Dolphin: The Nintendo Eclipse. What do you think? I ran 'eclipse' through the thesaurus on the computer and this is what it produced: shade, adumbration, silhouette, shadow and darkness. Then I came up with a load of things to do with overpowering and succeeding. Consequently I think this is what Nintendo should call their next-gen console – it has a nice ring to it.
Billy Kavanagh, Earl Shilton

Well, Eclipse certainly sounds better than Star Cube... **Ed**

◁ ***Keep up your calcium levels during combat. Or not, actually.***



DREAM ON

Your creative juices poured into the videogaming vat.

BOOTLEGGERS 64

Having recently watched the movie Mobsters, and being generally a bit of a 1930's Prohibition nut, I thought it would be a bleedin' good idea to make a game based on this lucrative era. Called something like *Bootleggers*, it would be interactive, like *Zelda*, but with tommy-guns, pinstripe suits and violin cases, and would be set in misty nights around the New York docks. You get to play as someone like Charlie Luciano, and you start off with a few friends pulling off small-time jobs like beatings and delivering illegal liquor. After a while you draw the attention of bigger businessmen, and then comes the danger of being knocked off by one of your rivals. Instead of swapping items, you go around making deals and pacts with different people, organising things like weapons deals and bootleg deliveries. Plus, of course, you have to watch out for the cops – either paying them off or chancing it and trying to avoid them. Multiplayer deathmatches would see gangsters sneaking around the back streets of New York, in groups against each other, or one-on-one, or even in a team trying to attack the HQ of another gang's boss.
Chris Parry, Brecon

Could be good. Martin reckons this sounds a bit like a Mac game from Freeverse called Deathground*, which was a bit like Risk but with mobsters. That did pretty well, so maybe there's hope for* Bootleggers 64. **Ed**



△ ***You can be a mobster on the Mac, but how about on N64?***

TEAM 64 RACING

You play as the staff of Team **64** in this kart-racing game. You race around the offices of **N64** Magazine attempting to gain the rank of Editor. As it's a kart game it just wouldn't be complete without weapons and different vehicles. As well as the standard kart, there's the boss's car and even Neil's motorbike. The key to the game though, is the in-built clock. At 9am the offices would be clean with no obstacles, but as time goes on, more effort is required to get around the litter-filled office. Cheats include past members of Team **64** and your ultimate goal would be to reach Future's head office and gain control of all the magazines. Oh, and not forgetting the four-player split-screen mode.
Richard Warner, Charlbury

Interesting. We could have Paul racing around in his recently renovated camper van, Jud in his posh new 16v Fiat Bravo and Mark in, um, a shopping trolley perhaps. **Ed**

Been struck by a brilliant bolt of gaming inspiration? Send your ideas for the games you want to see to:
Dream On, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

What idiot put Andrea in charge?
James Smith, Essex

I know where you live... **Ed**

I know where you go on a Friday, Martin Kitts.
The Dark Lord,
Castle of Torture, Yorkshire

You poor thing. **Ed**

I'm a normal schoolboy called George.
George Beattie, Surrey

That's a relief, then. **Ed**

My Mew kills those pesky ratattas by the hundreds! He does you know.
Alistair Bowie, Anstruther

Sounds like he needs a muzzle. **Ed**

The ability to urinate on enemies is certainly different.
Jamie Brooks, Glastonbury

And not particularly pleasant. **Ed**

I say lock up bad games and forget about them.
Jamie Rae, Glasgow

Not a bad idea, that. **Ed**

You can keep Britney Spears and Cat Deeley. Lita is the best!
Nicola Newton, Cornwall

Thanks for that. **Ed**

I went to the chip shop and asked for 70p's worth of chips. They also gave me a fake Team Rocket trading card.
Keith Adam, Aberdeenshire

Blimey. **Ed**

I guess I am a resoholic...
Anne-Marie Kelly, Co. Derry

You should get some treatment for that. **Ed**

If I'm right, make a fool of him in your magazine (his name's Alan and he won't mind).
JR Ewing (honest), Wirral

That's not very nice. **Ed**

Chill out and stop taking everything so seriously.
Julian Woods, Skipton

Sound advice. **Ed**



'cracked it'

I was sitting there thinking, when I finally cracked it. Joanna Dark, I thought. Sounds familiar, but where from? Joan of Arc! Or as the French call her, Joan d'Arc – heroine of their nation. Say the two names together and you get Joanna Dark. I bet that's where Rare got the name from. So the list of their borrowed ideas continues.
Tom Foreman, Stroud

Looks like more than a coincidence. We asked our contacts within Rare but, surprisingly, they declined to comment. **Ed**

'little radar'

Forgive the hackneyed saying, but videogames *are* the new rock and roll. How do I know? 'Cos after a fair old stint of trawling though the Web, I came across a band called Shynefactory. Canadians, y'know, who sound a bit like the Foo Fighters. And *GoldenEye* fans, too, if one of their videos is anything to go by. Go to www.shynefactory.com and find the vid for Bring Me Down – it's just like *GoldenEye*, with a multiplayer split-screen and a little radar in the corner!
Richard Hollister, Neath

The video's definitely worth checking out, but we'll warn you now that it's a whopping 23Mb, so it could take some of you a fair while to download. For those of you who can't wait that long though, we've included a few shots from the vid here. Let's hope it's a hit this side of the pond. **Ed**





Everyone in Team 64 smiled when they saw this video. Great stuff, you Canadian rockers.

So tell me this

1. Do you have a release date for *Mario Tennis*?
2. Do you have any release dates for Dolphin and Game Boy Advance?
3. Any more info on *RIQA*?
Natasha, Hampshire

1. Mario Tennis is now scheduled for an October release over here, and it's due to come out in America on August 28th. Check out our Special Investigation for more info – including a look at the Japanese version – on page 26.
2. Nothing official has been announced yet, but expect more news in our next issue, after Nintendo's Spaceworld show takes place at the end of August.
3. Ah, funny you should mention that – have a look at our Ear to the Ground update back on page 21.

1. How do I get an N64 Passport and how much will it cost?
2. Will it work with the following games: *NBA Courtside 2, Harvest Moon, Fighter Destiny 2* and *Snowboard Kids*?
3. What new NFL games are coming to the N64?
4. Will Rare be releasing any *Battletoads* games on N64, Dolphin or GBA?
Carl Thompson, Manchester

1. You'll need to contact one of the companies who import NTSC games into the UK. We use CA Games (0141 334 3901) or Project K (020 8508 1328). The converter will probably cost around £20.
2. It will definitely work with Harvest Moon and NBA Courtside, and it should also work with the other two, but we haven't tried them in the office so we can't say for definite.
3. Acclaim's NFL QuarterBack Club 2001 should be out in the States by now, and Midway are working on NFL Blitz 2001, due out in the US mid-September. Don't expect a PAL incarnation of either title to make it here, though.
4. It's unlikely that we'll see Battletoads on the N64, but Rare may continue their trend of including old favourites – like Jetpac and DK Arcade in Donkey Kong – in any new Dolphin titles, so keep an eye out for classics like Battletoads and RC Pro Am.

1. Will a Game Boy Advance be able to link up to a Dolphin?
2. Will the GBA have 3D graphics?
Alex Jenkins, Exeter

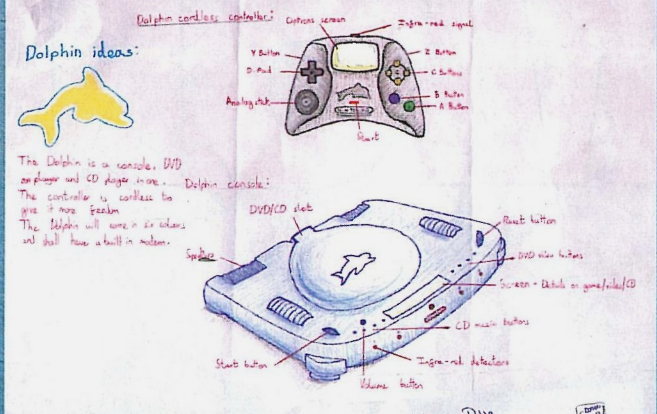
1. Yes, Dolphin will link directly with Game Boy Advance via a special cable: N64/44's Planet Game Boy news speculated that we might see dual Dolphin/GBA versions of Metal Gear Solid and Resident Evil. Connecting the two machines will also open up all sorts of other possibilities – with an updated colour version of the Game Boy camera, you'll be able to play games over the Internet and view the face of the person you're playing. Can't wait.
2. For a handheld, GBA's 32 bits make it incredibly fast, and yes, it will be capable of 3D graphics.

Send your questions to:
So tell me this...
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

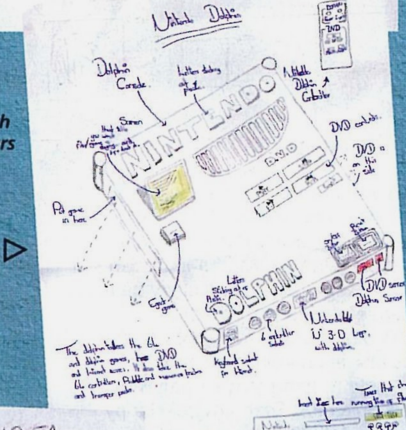


DOLPHIN FACTORY!

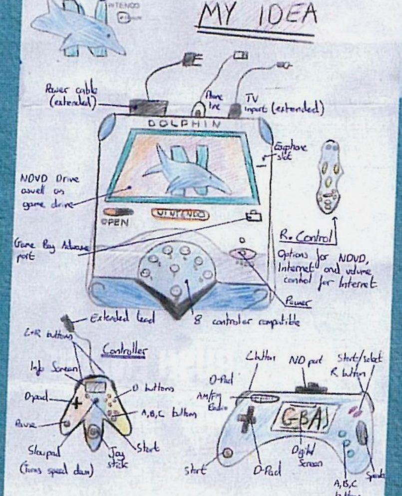
A real one may well be knocking about soon, but here's how you lot think it should look...



*A freedom-boosting cordless controller accompanies **Tim Alltimes'** Dolphin, which would come in six colours and have a built-in modem. Neat.*



*The best of the old school lives on in **Sam Underhill's** design, which takes DVDs in its right side and N64 carts in its left. The N64's controller remains too, but there's also Net access. Nice thinking.*



*Multiplayer heaven awaits with this design from **Andy Lythe** of **Leeds**. A full eight controller ports are on offer and – for anyone who feels like tackling far-flung foes – he hasn't skimped on Internet compatibility either. The 'Slowpad' on the controller is a nice touch, too, while Andy's GBA design even has a radio!*

Reckon you know what Dolphin's going to look like? Send your designs to: Dolphin Factory, Club **64**, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

Sarah Lynch from Sheffield popped this Poképic our way. Nice one!

A charming comment from Prof Oak, courtesy of John Kendall of Bishops Stortford.

Bedford's Jamie Mancini has Mario exacting rassler-style revenge on Pikachu for pinching his fans. Ouch!

Nick West from Shoreham sent us this ace Pokémon-packed picture. Thanks!

Wow! This fab Zelda pic from Liverpool's Ugo Nnosu just blew our socks off!



HOW TO... be picture perfect in POKÉMON SNAP

Professional photography is a snap with our guide.

by Mark Green

WHAT WE SAID


Professor Oak lays down the law

POKÉMON SNAP

We reviewed *Pokémon Snap* in issue 45 and this is what we concluded:

"Highly original and great fun to play. Shame there aren't at least 88 more monsters, though."



Nintendo's unique Pokémon photography party certainly took its time getting here. Released in Japan well over a year ago, and in America last November, *Pokémon Snap* seems to have suffered at the hands of some Snorlax-style laziness from Nintendo's European arm.

Finally, though, it's here – and it's not at all easy. In the **N64** office, a full-blown war has broken out as everyone attempts to better the current *Pokémon Snap* high scores. In fact, Martin and Alan still aren't talking after a particularly heated exchange of Floating Pika pics.

It's been hell, but – thanks to the hours of camerawork we've put in – we're able to bring you six pages of expert *Pokémon Snap* advice. Happy snapping, folks!

THE EQUIPMENT

What's on offer when Professor Oak delves into his magic sack.



POKÉMON FOOD

EARNED FOR: 14,000 PTS
Looks like an apple, doesn't it? Professor Oak, though, insists it's 'apple-shaped Pokémon food'. Use it to attract Pokémon and make them smile, or bop them on the bonce for other effects.



PESTER BALL

EARNED FOR: 72,500 PTS
Explodes with a puff of purple magic, and is usually only good for knocking a Pokémon out cold. Occasionally, though, the multi-coloured balls can bring angry monsters running.



POKÉMON FLUTE

EARNED FOR: 130,000 PTS and snapping a Sign
Three different songs are available with Bottom-C, making even the most po-faced Pokémon get jiggy with it. Bonus points are on offer for the most interesting dance.



RUSH ENGINE

EARNED FOR: Completing six levels
Once this has been fitted to the Zero One, press R and it'll lurch ahead more quickly. Handy for getting a close-up view of moving monsters, or buying time with a head-on collision.

PROF OAK'S MASTERCLASS

The white-haired wonder explains his bizarre scoring methods.

SPECIAL

"A meaty points bonus that I'll only hand out for photos of special types of Pokémon – you know, Floating Pikachu, Fighting Magmar and the like. You'll usually need a special trick to impress me here."



TECHNIQUE

"Simple enough: I'll multiply your score by two if the Pokémon's standing in the middle of the picture – else you net a big fat zero, no matter how many monsters you spotted. You've got to be cruel to be kind, see."



SIZE

"The closer the Pokémon, the bigger the smile on my face, and the more points you'll earn – up to 1,000, in fact. Use your common sense, though. If the monster's standingtoo close, with bits of it out of the frame, I'll cry."



FRIENDS

"What's this? There are other Pokémon of the same type in your pictures? Then I suppose you'll be wanting some extra points, based on the above criterion. Just don't expect me to add too much, mind."



POSE

"A Pokémon staring straight out of the photo nets you around 800 smackers. I'll tell you what, though – get them dancing, eating, fighting or splashing and I'll up that to 1,000 or more."





PHOTO QUALITY

Our six-step guide to prize-winning photos.

***1** Snap at everything – even the most useless-looking shot can net prizes, and you might trigger a special happening. However...*





***2** ...don't just hammer away at the camera button. Aim for just one or two near-perfect pictures of each Pokémon.*



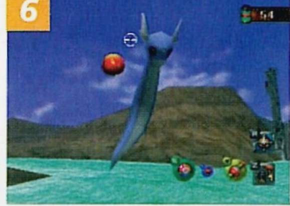
***3** It's easier to check your surroundings without Z depressed, so don't get into the habit of pressing R at all times. But, that said...*



***4** ...after using food, the flute or a pester ball, hold R immediately, ready for any magical happenings.*

***5** Left-C and Right-C spin the camera 90 degrees, and Top-C flicks you forward again. Invaluable for catching 'em all.*





***6** With fast monsters, don't bother waiting for the Pokéball in the viewfinder to light up. Use your instinct as a photographer.*

THE ZERO ONE

There's no particular art to getting about in Prof Oak's yellow buggy, thanks to its fairly fixed course. After the Beach, though, you can veer the buggy left or right with the analogue stick, which can be handy for getting close to Pokémon or avoiding collisions. Bear in mind, too, that the Rush Engine (see opposite) can be handy for moving into position ready for a monster up ahead, or deliberately bashing into Pokémon to buy time. Usefully, you can slow the buggy right down by facing backwards.



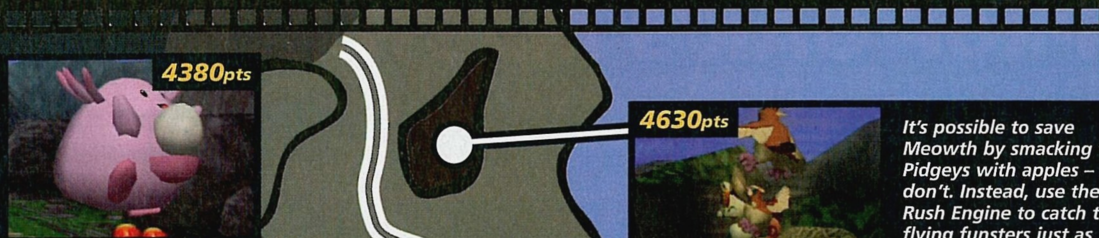




BEACH

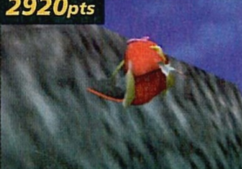
Entry requirements: none

Filled with Normal-type Pokémon – along with one or two Flying monsters – the Beach provides a gentle introduction to Poképhotography.



4380pts Chansey and Eevee are up for grabs on this patch of grass. Slap Chansey with an apple as she circles the furthest rock, then blow the flute for pictures of both Pokémon dancing a jig.

4630pts It's possible to save Meowth by smacking the Pidgeys with apples – but don't. Instead, use the Rush Engine to catch the flying funsters just as they execute their whirlwind attack.

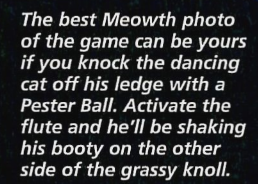


2920pts The River level is the best place to nab a shot of Magikarp, but by chucking an apple into the water underneath the bridge here, a passable photo of the flapping fish is possible.

4000pts Kangaskhan won't give you the time of day until you smash him over the head with a Pester Ball or an apple. Once he's come close, take your photo as he roars right into your camera lens.



6390pts PROF OAK'S PIKA POSE! "Spotted Scyther? If so, a couple of Pikachus will scamper out of the grass and squat on the two stumps nearby. Give them a burst of your flute for a thundershock special. I love it!"



4240pts The best Meowth photo of the game can be yours if you knock the dancing cat off his ledge with a Pester Ball. Activate the flute and he'll be shaking his booty on the other side of the grassy knoll.

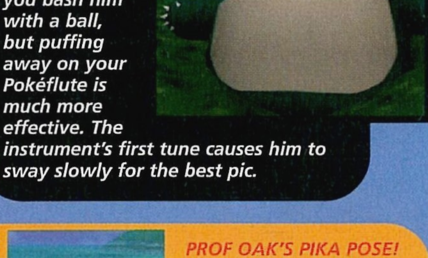


3940pts Carefully tossed Pokéfood can lure a Scyther out from the rustling grass in this area. He's far away, but activate the camera shutter when he swings his scythe for big points.

3520pts Sleepy Snorlax will wake briefly if you bash him with a ball, but puffing away on your Pokéflute is much more effective. The instrument's first tune causes him to sway slowly for the best pic.



PROF OAK'S SIGN! "Amazing! There's a rock formation in the shape of a Kingler on the left-hand side of the beach. It's just opposite the first floating Butterfree you see – aim for the centre."



4360pts PROF OAK'S PIKA POSE! "I spy a Surfing Pika opportunity. Chuck apples towards the surfboard on the right and the little yellow scamp will run onto it and start leaping about like nobody's business."



3540pts The Doduo will move into the ideal spot for a photo just past the surfboard. Use the Rush Engine to sprint over there, and make sure you squeeze both his lollipop-style heads into the frame.



TUNNEL

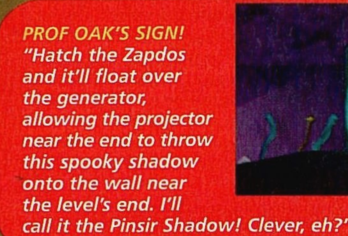
Entry requirements: photograph six different Pokémon

Populated mainly by Electric-type Pokémon, the tunnels require perfect timing if you're to catch the fast-moving, distant monsters.



3240pts

Throw apples to the Magnemites and they'll momentarily forget about shielding themselves from your camera – and you can lure 'em together with a sneakily-placed fruit to create a Magneton.



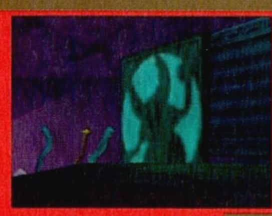
PROF OAK'S SECRET PATH!

"The Electrode to the right is looking particularly pleased with himself. Don't resist the temptation to pelt him with fruit – as he explodes, he'll open up a hidden route to the Volcano level."



4300pts

Diglett's easy to snap, but every time you do so it'll pop up somewhere else. Repeat the process six times and a cluster of three Dugtrios will position themselves for a profitable picture.



PROF OAK'S SIGN!

"Hatch the Zapdos and it'll float over the generator, allowing the projector near the end to throw this spooky shadow onto the wall near the level's end. I'll call it the Pinsir Shadow! Clever, eh?"

4540pts

Hatch the egg in this cavern by luring Pikachu towards it with apples, then playing a Pokéflute melody. Catch the Zapdos with your camera just as it appears to get maximum pointage.



3400pts

The Electabuzzes here will come on over if you can bop them with an apple, giving you a superb pic as they punch the ground in anger. There'll only be two Electabuzzes if you hatched Zapdos earlier.





3360pts

The purple circles that whizz around the caverns here are floating Haunters. Wait for their arcing path to bring them close to the Zero One, then press Z and A as they pass by your viewfinder.



3400pts

Another Magikarp awaits in the pool lying next to the mammoth electricity generator. Prof Oak won't be that pleased with your photo of the fishy fella – head to the River for the best shot.

3600pts

A Zubat will come fluttering through the door just as the Zero One approaches. A decent photo is possible if you're quick on the draw, but there are better pictures to be had in the Caves later.



3990pts

Jar yourself against Electrodes and Electabuzz to delay your progress through the cave. Time it right to see the four Kakunas near the first door drop down – try to fit them all into the photo.



4400pts

Wipe the stupid grin off the faces of those Electrodes by bouncing an apple off their shiny skin. Bonus points are in the bag if you can snap them just before they blow.



4180pts

PROF OAK'S PIKA POSE!

"That attention-seeking electric rodent is at it again. Take two pictures of him in succession and he'll clamber on top of a rolling Electrode for a photo that I'll throw tons of points at."

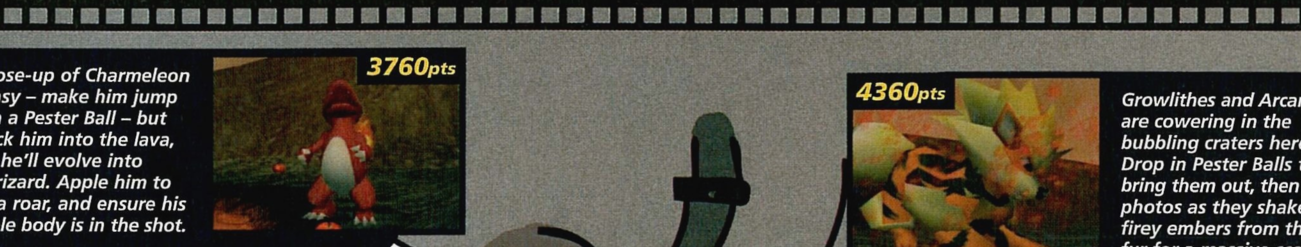
GO! GO!



VOLCANO

Entry requirements: find secret path in Tunnel

Hot enough for ya? Volcanic activity abound in a level that's unsurprisingly chock-a-block with Fire Pokémon.



3760pts

A close-up of Charmeleon is easy – make him jump with a Pester Ball – but knock him into the lava, and he'll evolve into Charizard. Apple him to get a roar, and ensure his whole body is in the shot.



5090pts

Jam the Zero One against this colossal egg, swing to the left and feed the two Charmanders with Pokéfood. After a bit, you'll attract four more – lure them close and snap away as they bark at you.

Magmar and Charmander are hard to miss on this solitary island. Chuck an apple between the two and Magmar will set Charmander ablaze, prompting an evolution moment. Don't waste film on it, though.

4360pts

Growlithes and Arcanines are cowering in the bubbling craters here. Drop in Pester Balls to bring them out, then take photos as they shake firey embers from their fur for a massive score.



6080pts

These two Magmars' short tempers make for a fantastic photo op. Bung an apple their way and they'll breathe fire for top points – try to capture both with mouths ablaze if you can.

4580pts

Knock the egg into the boiling lava with a Pester Ball or an apple and watch as a Moltres soars into the sky. It sheds embers as it reaches its highest point – that'll make Professor Oak a very happy man.



4540pts

The first Vulpix you see should automatically head for her buddies up ahead if you drive slowly. Sprint ahead of the group and chuck apples towards it for a shot so cute it'll make you sick.

4670pts

A herd of Rapidash gallops your way barely before you've begun. Either use Left-C to snap the first as it roars past, or capture the pair that follow – their pose rating is slightly higher.

PROF OAK'S SIGN!

"Even I had trouble spotting this one. Chuck a Pester Ball into the smoking pit on your left-hand side as you start, and a purple cloud in the shape of a Koffing will emerge. This I'll call 'Koffing Smoke'. Geddit?!"

RIVER

Entry requirements: photograph 22 different Pokémon

Water Pokémon abound in this forest river, but Zero One has greater freedom to move, providing plenty of chances to mess up.





3340pts

PROF OAK'S PIKA POSE!
"Lawks – Pika's gone berserk! Snap the spiky-tailed critter as he pokes his head out of the log, and he'll scamper off at shocking speed. Don't bother aiming – simply snap away like a loon."

3640pts

A spiny Cloyster appears from the water in this area, rising and spinning and just begging to be photographed. Use the Rush Engine to move the Zero One as close as you can get.

3980pts

Poor Psyduck. Clonk him on the head with an apple and he'll drown, only to burst out of the water at random points, screaming his bill off. Snap him mid-leap to please the Prof.

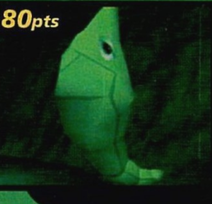


PROF OAK'S SECRET PATH!
"What's that shifting about on the wall there? It's two hidden Porygons! Lob Pester Balls over and the second one will drop to the ground, hitting the switch that opens the gate to the Caves."



4520pts

The bizarre-looking Slowpokes on the left bank are best snapped after they've gobbled an apple. But by luring them onto the wooden slabs with fruit, you'll morph them into Slowbros.



3180pts

At least four Metapods can be crammed into one photograph. Fire a Pester Ball at the one furthest away, bash into it, then flip around and bring its three chums down with some more PB action.

3740pts

The smoking stack on the right-hand bank here is a shy Vileplume. Bring it out of its shell with the Pokémon flute. The third song will make it perform points-scoring backflips.

PROF OAK'S SIGN!
"If you've managed to get Vileplume wiggling, look above and shoot that odd-looking tree – it's in the shape of a Cubone, you know. My name for this is Cubone Tree. How clever I am!"





3030pts

Use the Rush Engine to reach Slowpoke territory and catch a horde of Shellders floating above the river. The ideal pic is one Shellder close-up, with two or more floating behind.



4300pts

A trio of cute Poliwags are cowering in the foliage to your right here. Bash the first two with your Pester Bombs, then the third one as you pass to see them dive into the depths.

Bul-ba-saur! Use a Pester Ball to bash the green bulb jutting from the vertical log, then place an apple close to the opening nearby. The two Bulbasaurs that appear are best snapped during their 'tipping dance'.



4310pts

For most of the level, dropping apples into the rapids will cause Magikarp to leap out of the water. Catch them performing a sparkly jump to earn big points from the Prof.



3160pts

TO BE CONTINUED… We'll be concluding our tip-packed tour of Pokémon island next issue.

HOW TO...

rise to the challenge in

PERFECT DARK

The sim challenges will seriously test the best...

by Alan Maddrell

WHAT WE SAID

We reviewed *Perfect Dark* in issue 42 and this is what we concluded:

"Supremely playable, dauntingly huge. If you had to choose just one game for your N64, this would be it. No contest."

96%

N64 Magazine STAR GAME

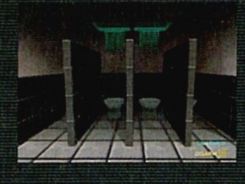
It's a testament to *Perfect Dark*'s depth that we have needed to devote some enormous tippage to its many modes. Attached to the cover of this very issue we've given you a comprehensive guide to getting through the single-player (and co-op) modes, but the challenges are a different kettle of bream entirely.

At first you'll find them pretty easy if you've spent as long as we have running around *GoldenEye*'s multiplayer levels. However, about half way through or so they start to become unreasonably, er, challenging. Never fear – we have some pearls of wisdom that'll help you through these frustrating later stages. Most of the time, the key is to know where the best weapon is, and get there straight away. Also, there are some tricks that'll help you out in specific scenarios. Mastery of the radar and control systems is essential, as is a good knowledge of some of the levels. Since the sims are semi-intelligent, you won't be able to predict their movement, but you can ensure success by following our friendly but firm advice. Then you can do it all over again with two, three and four players. Rare seem to feel guilty about taking up so much of our time, and so have decided to force us to make some friends to get all of those stars. Mint.

We'll admit that the chances of getting this close to a foe are basically negligible.



Look familiar? It's a lot less friendly with a DarkSim inside.

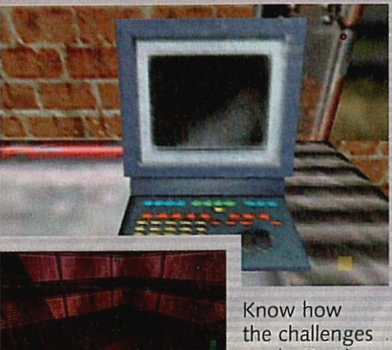


JO'S ESSENTIAL SELECTION...

Pay attention, since you won't get very far without knowing this stuff.

DAILY RADAR





On the off-chance you've not played *GoldenEye*'s multiplayer so much you saw the Temple level in your sleep, here's how the radar works. You're the dot in the centre, and those other dots represent other players, be they sims or real people. A dot above you means someone is straight ahead, even though you might not be able to see them. Here's an important one: if the dot is an upwards arrow, the enemy is on a level above you. If it's a downwards arrow, the enemy is below. If you're playing with teams, their colours will be indicated on-screen. If you have sims on your team (or friends, for that matter) your default team colour will be red. Don't kill those dots or you'll kick yourself. Or receive a kicking from your mates.

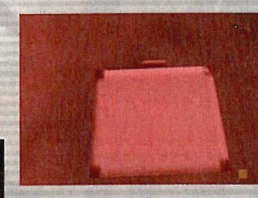
THE KNOWLEDGE



Practical knowledge of the levels is vital to success. Here's how to learn the layout of the levels, and the placement of the best weapons. Select a challenge, then drop out and go straight into Advanced Setup. You can peruse the sims you're up against, then remove them manually and take a leisurely stroll through the level on your own. You can then memorise the place, and work out a rough plan of action. You won't complete the challenge, but it's still a useful exercise. This is also a handy tactic for sorting out who's who in a mixed bunch of sims. Sometimes you'll come across a blend of types, and by performing the above trick you can discover who to look out for.

DON'T WASTE TIME

Know how the challenges work. Combat is all about an old-fashioned kill-count, while for King of the Hill, head into the green-hued area and defend it until the clock reaches zero. Sharing the 'hill' with an enemy will pause the countdown, and leaving it resets the timer. In Capture the Case, nab the enemy's bag, then scurry back to your own, which must still be in your base – if a sim has it, note that killing any case's holder sends it back to base. Hold the Briefcase asks you to find the hidden bag and keep it for a set period. In Hacker Central, grab the data uplink, then use it on a terminal successfully for a point.





IT'S LIFE JIM





The sims behave quite differently from a human player. Even the weedy ones won't blunder into your vicinity with a weak weapon. If they're coming, you're much better off just facing them – if you're in a reasonable state to do so. If you've got a half-hearted shooter, run to get a decent one. Worryingly, sometimes they will gang up. You'd better be supremely confident (and preferably shielded) to take two on at a time, unless they seem to be disposed to wandering around a corner into your line of fire. It's rare, but it happens.

ONE HUNDRED AND TWENTY!
That's how many delightful challenges there are on offer, when you take into account the fact that you can take them on with up to three mates. It won't earn you anything except universal praise if you beat all 120, but that's a whole heap of hardcore gaming. Those poor unfortunates without an Expansion Pak can take on the challenges, but only with one or two players, so it's 'just' 60 tricky tasks for them, then.





EXTRA PROTECTION
Any little quirks or tricks you find will usually come in handy on the later challenges. Here's one which is pretty useful for straight combat scenarios, where your location is unimportant. Pick up a shield, then simply stand where you picked it up. A sim will rush at you, but if the shield's respawned, you'll pick up a refresher shield as soon as you take damage. Hardly sportsmanlike, but against sims we didn't feel too guilty.




GO! GO!

THE CHALLENGES

While the sims you first encounter are a little dense, they soon sharpen up – causing you plenty of grief. Persevere though, as playing through just a few of these challenges will open up countless delights in multiplayer mode. Go to it!

1 Combat • 1 Sim • Skedar

Get four kills, or the most in five minutes

An opportunity to practice using the radar, basically – just wait for the fool to round a corner into your line of fire. There's a pair of CMP150s on offer, or better still, a Dragon. If you're feeling lazy, try using the Dragon's secondary function to do the work for you.



2 Combat • 1 Sim • Area 52

Get six kills, or the most in five minutes

Head straight for the room with the shutter-style windows, where you'll find a Cyclone – it's just the job for dispatching your sim foe before he launches a rocket in your direction. The narrow corridors are well suited to a Dragon set on Proximity Self-destruct mode, too.



3 Combat • 2 Sims • Pipes

Get eight kills, or the most in 10 mins

Forget the mines, they're useless unless you can attach one to the enemy before he caps you. Grab a decent automatic like the AR34 and get up somewhere high for a little quality sniping action. Sims sometimes come in pairs, so be careful.



4 King of the Hill • 1 Sim • Skedar

Rule the hill four times, or the most in 10 mins

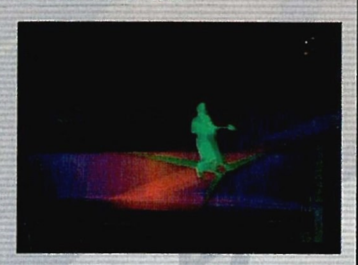
Time to master this demanding scenario. Head for the area indicated by a square on the radar, but make sure you pick up a shield along the way. There's also a K7 Avenger in the room with the spiky pillars, it packs a real punch so it's an essential tool for protecting the hill.



5 Combat • 1 Sim • Complex

Get 10 kills, or the most in 10 mins

Laughably easy if you've got a handle on the Farsight. Drop in the Complex's darkened pit to get one and then use its secondary Target Locator to home in on your distant prey. Make sure you've got a back-up weapon, though, in case he gets too close.



6 Hold the Briefcase • 4 Sims • Area 52

Get six points, or the most in 10 mins

A shield is essential for this challenge, as is a trusty K7. Run to nab the briefcase and then find yourself a decent camping spot. You're up against four sims, so don't get cocky if you take out one – the others will be hot on his tail. Try the room with the window inside.



7 King of the Hill • 1 Sim • Warehouse

Rule the hill five times, or the most in 10 mins

Grab a shield, and a Cyclone or two. The shield's just off the crate-filled room, through the corridor to the left of the eerie blue tunnel. Don't bother with grenades: they're useless. A sneaky tactic is to wait for Jo to take the hill, then run in and create havoc.



8 Hold the Briefcase • 1 Sim • Skedar

Get three points, or the most in 10 mins

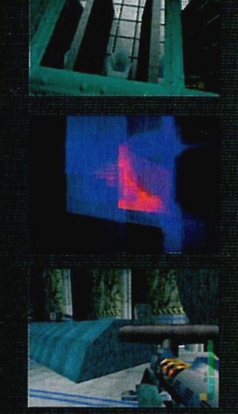
The shield's in the same place as before, and it's vital again because the SuperDragon's come out to play. A general tip is not to get involved in any frenzied close-up firefights with the sims, instead, keep your distance and they'll more than likely miss. When the case is yours, run like hell.



GOOD EXPERIENCE
The early challenges will have *GoldenEye* veterans almost nodding off. However, they are a fine way to familiarise yourself with the new concepts *Perfect Dark* offers. The radar now includes an up/down arrow, and the objectives of the different scenarios will require a little studying. Consider these as light homework.



SMELL THE FLOWERS
As you go on your merry path through the increasingly difficult challenges, you'll unlock a wealth of options in the multiplayer's Advanced Setup section. From extra deathmatch arenas to an X-ray scanner, your perseverance is rewarded. Our fave moment has to be when we unlocked Felicity and scampered around, spotting the differences between it and *GoldenEye*'s Facility. Lovely.



9 1-Hit Kills • 1 Sim • Ravine

Get 10 kills, or the most in 10 mins

Follow the broad ramp at the end of the level to locate the Farsight – that'll take care of Trent nicely, even though he's fast. In the tunnel next to the top of the large fall there's a Laptop Gun – you'll soon find its secondary function really comes into its own in multiplayer.




10 Hacker Central • 1 Sim • Temple

Complete two hacks, or the most in 10 mins

If the sim gets to the Data Uplink first, put a remote mine on the computer, then detonate it when he gets near. Wait for him to make an unsuccessful attempt on the computer before you download, as then you'll have loads of time while he regenerates and returns.



11 King of the Hill • 1 Sim • Complex

Rule the hill 10 times, or the most in 10 mins

In the middle of the room with a ramp on either side, you'll find a handy shield. Also, on the balcony above you, you'll find the powerful K7 Avenger. If the hill appears at the side of the arena near the grille, you can now climb up it – something you couldn't do in *GoldenEye*.




12 Slo-Mo Combat • 1 Sim • Skedar

Get three kills, or the most in 10 mins

Forget about using the sniper rifle: even in slow-motion mode it's utterly useless. The grenade launcher on the lovely SuperDragon is a much more effective choice, and you can find one in the room with those jutting, jagged pillars. Head up one floor from where you grabbed it and then pick off the sim. Nicely.



13 1-Hit Kills • 1 Sim • G5 Building

Get 10 kills, or the most in 10 mins

See those walkways? Go for the highest ones, and you'll come across a Reaper that's perfect for this lethal shootout. Lurk in the passage to the walkway, and let rip (er, shoot, that is) before he does. Remember the Laptop 's secondary function – properly placed it'll pocket you a couple of kills.




14 C the C • 2 Sims • Area 52

Get 10 points, or the most in 10 mins

Here's a tricky, er, trick. Hover around the yellow base, then wait for the enemy to capture your case. Eliminate him straight away and then nick his case. Immediately cloak yourself and run back to your base, attacking no-one on the way. Remember you can hold out for a ten-minute draw.



15 Hold the Briefcase • 2 Sims • Grid

Get 10 points, or the most in 10 mins

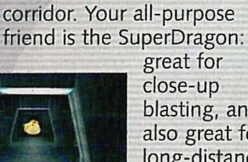
Yikes. When you've got the case, you're extremely vulnerable in open spaces so it might be a good idea to ferret around in the lift or the back areas a bit. The Devastator is great for damage control: you'll find it upstairs, inside the area with the windows.




16 No Radar • 1 Sim • Felicity

Get 10 kills, or the most in 10 mins

Go down the stairs as you exit the lavs to find a shield. Proximity mines are difficult to use effectively, so put them in the middle of a crucial corridor. Your all-purpose friend is the SuperDragon: great for close-up blasting, and also great for long-distance grenade-chucking.



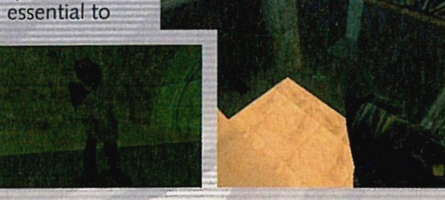
TECHNO-CRAZY
All sorts of wonderful devices make an appearance in these challenges. Weapons like the Slayer call upon a new repertoire of skills. Piloting the rocket around is fine, but you run the risk of leaving yourself vulnerable to attack. Be very careful if you launch a rocket when someone else is near and remember you can detonate the rocket with Z. Also practice using the cloaking device – switch the thing off when it's not needed, or you'll run out of juice and look like a clot.



17 King of the Hill • 1 Sim • Temple

Rule the hill 10 times, or the most in 10 mins

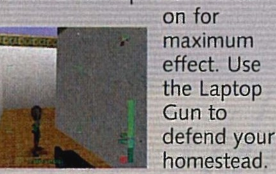
The Slayer makes things very interesting in the vast, open Temple. If the sim seems to be standing still, he's attempting to guide a rocket down your throat. If he captures the hill, it's practically essential to perform the same trick on him from as far away as possible.

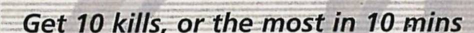


18 King of the Hill • 2 Sims • Villa

Rule the hill 10 times, or the most in 10 mins

Forget about going head-to-head with the Maians, they'll beat you like an unwanted houseguest. You may do well if you tranquillise them before attempting to shoot them down. Sneak up with a cloak on for maximum effect. Use the Laptop Gun to defend your homestead.





19 Fast Movement • 2 Sims • G5

Get 10 kills, or the most in 10 mins

Don't worry about the rocket launchers, just bag a Farsight, and maybe a Combat Boost to stop the enemy from getting too near you. Forget about getting up close and personal – the shields make that rather inadvisable. When Farsighting, make sure you're in a secure area.



20 1-Hit Kills • 1 Sim • Sewers

Get 10 team kills, or the most in 10 mins

If you haven't mastered the radar by now, this is nasty. The best way to protect your small companion is to work out exactly where the sim is and take the shortest route there. You must have the shield from the top before you go, though. Get a lead, then play defensive.





21 Hacker Central • 1 Sim • Grid

Get 10 points, or the most in 10 mins

This challenge is so hard you should push for a nil-nil draw. Hide by the computer, then wait for Jo to uncloak before giving her a sound thrashing. Simply repeat this unsporting practice until ten minutes are up. A Reaper is a good choice for this challenge.



22 H the B • 1-Hit Kills • 2 Sims • Base

Get 10 points, or the most in 10 mins

Hardcore. First grab the shield – it's on the ramp between the rooms stuffed with crates. Then procure a K7 and wait round a corner for the sims to appear. They stick close together, so you'll need to blast like a loon. When you have the case, simply hide yourself away in a dead-end and wait.

23 Slo-Mo Combat • 2 Sims • Complex

Get two kills, or the most in 10 mins

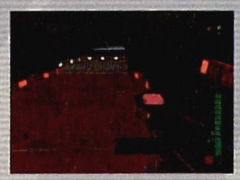
As always, locate the shield early on. Then snaffle a Laptop Gun from the balcony above the room with the ramps, and chuck it as a sentry. Get down and pick up an RC-P120 from beside the ramp. Use its cloaking device to sneak up behind a sim, and then teach them a thing or 120.



24 C the C • 4 Sims • Fortress

Get nine points

Cripes. Combined with a gold Magnum, that Tranquilliser trick may be useful here. It's also worth having a SuperDragon or Devastator on hand for self-defence as you proceed over the ramps. Lurk by your base, waiting for them to make a move, then dash for their case while they're a man down.

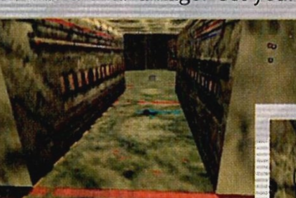




25 Combat • 2 Sims • Ravine

Get 10 kills, or the most in three mins

The wise man guards one area for this challenge, using a Farsight to take the advantage. Get your own from the corridor leading to the open area with the lift. Beware cloaked sims sneaking up on you though – carry a back-up gun (a K7 will do nicely) and be on the alert for N-Bombs. If you hear that sound, run rabbit run.



26 King of the Hill • 2 Sims • Ruins

Rule the hill 10 times, or the most in 10 mins

Forget about making it to the more distant hills – instead, use the time to set up sentry Laptops in vital positions if need be. Familiarise yourself with the locations where the hill appears. You should also pick up a pair of Cyclones to do the dirty on the opposition if it comes to a close scrap. There aren't any shields, which means the fight is fairer.



27 Hacker Central • 1 Sim • Sewers

Get 10 points, or the most in 10 mins

Time to perform that sneaky cheat for Hacker Central again. There are rocket launchers which will make it very hard for anyone to score a point. Simply wait just outside the computer area, ready to pounce on any sim foolhardy enough to give it a go. Don't get adventurous or they'll cap you and score a point while you're rearming.



28 C the C • 2 Sims • Villa

Get nine points, or the most in ten mins

DarkSims. Yippee! The Villa's hard enough so, initially, just concentrate on defending your own case. When you've seen them off with an AR34, you can make a frantic dash for theirs. Plan your route carefully, consulting the radar to keep as far away from the enemy as possible. If all else fails, just wait and go for a draw.





29 Combat • 2 Sims • G5

Get 10 kills, or the most in 10 mins

Straight combat against two of the best. The Dragon's Proximity Self-destruct secondary function should serve well. It's in the doorway leading to the uppermost balcony. Throw it and wait in silent expectation of an explosion. You could use the Cyclone to finish them off, but this really isn't advisable, as however hard you think you are, these formidable foes are tougher.



30 King of the Hill • 2 Sims • Skedar

Get 10 points, or the most in 10 mins

Your mate is not really up to the challenge, so you're better off trying to draw enemy sims' fire yourself. The best move is to get hold of a Mauler and switch it to charge-up shots. Then don't miss – you'll need to punch holes in their shields with that first shot. Forget about hunting them down, you would be wiser to find somewhere easy to defend and then stick around there, keeping a careful watch on the radar.



DARK FORCES
The tougher sims know where you are before you do, so you can't expect them to make any mistakes. You won't get by with a sub-standard gun or incautious tactics. The most weasly way is always the best. Even *GoldenEye* masters will suffer a humbling defeat if they take on these guys without our sage advice.







TIPS EXT

Starcraft 64



Buy anything
During play, pressing L + R + Z + Down + Top-C will give you a menu containing ground units, upgrades, skills, spells and special powers.

Cheat screen
On the main screen, press Left-C, Right-C, Left on the D-pad , Right on the D-pad, L, R, Z. This will open up a cheat screen with plenty of handy stuff on offer.

Cash and Gas
Select Episode 1 (Terran) X-07: Patriot's Blood in Brood War. On this level, track down the second Terran computer beacon in the room which contains four civvies, and then leave it by the bottom door. Next, head right until you encounter the Firebats. Go through the passage and find the Ursadon held captive in a cell. Get a marine to open the door, and approach the creature. When it asks to be hugged, move all your men into the cell and press B. You'll be rewarded with 1,000 minerals and gas.

All research
Play Episode 6 (Zerg/The Last Episode) X-06: The Amerigo in Brood War. When the marines shoot the Zerglings in the pen, you'll see a cage of animals, too. Send Kerrigen to the bottom left of the pen to gain the cheat.

Mega Build
This'll help you construct items more quickly. On Episode 6 (Zerg/The Last Episode) of Brood War, once you've dealt with the first two hives, head down the right-hand path into a corner and you'll come across a disc. Grabbing this will unlock the cheat.

Turn off Fog of War
On Episode 3 (Protoss) X-03: Legacy of the Xel'Naga in Brood War, dispatch any soldier to the small island with the white flag on it – the Corsairs fly over there at the start of the mission. Touching that flag nets the cheat.

Info Mana
Completing the final round of Episode 6 (Zerg/The Last Episode) in Brood War will unlock the Info Mana cheat.

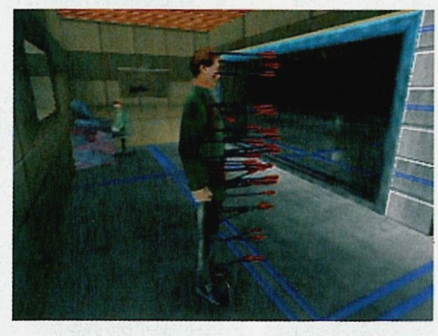
God Mode
Completing the last round of Episode 3 (Protoss) in Brood War will unlock God Mode.

Open Tech Tree
You need to have reached Episode 3 (Protoss) X-06: Into The Darkness in Brood War. Follow the hall at the start of the mission until you reach the staircase – but don't go down it. Instead, head left and down the hallway. Your advisor says you should turn back, so double-back a bit, but then head back towards the dead end to unlock the cheat.

Faster building
You can increase the speed at which a structure is built by pressing B repeatedly.



Perfect Dark



Complete challenges easily
You'll need two controllers for this one. Go into Advanced Settings and save the setup you wish to play with. Player two goes into the load settings screen, but doesn't load anything yet. Player one moves the analogue stick left or right to reach the challenge select screen. Select a challenge which is causing you grief and enter it. Once 'ready and waiting' is displayed on screen, player two loads the previously saved settings and can either drop out or join player one in the game. Simply win the game with whatever settings you put in, and the challenge will be completed. You can see if you've done this correctly because it will give the challenge number in the bottom left of the screen as the game starts.

Human pincushion
Go to the hovercrate in the hangar. Grab it and head up to the firing range. Open the door to the range and wedge the crate inside, so the door can't close. Then start a bronze-level firing range challenge and you can shoot the two chumps on the outside. The best weapons to use are the crossbow and throwing knives.

Raise multiplayer character rank quickly
In Advanced Setup, set all the weapons to Callisto, four simulants to Perfect, and the level to Felicity (GoldenEye's Facility). Then keep restarting your game until you start in the air ducts or somewhere nearby. Make sure no simulants are near you. Get the Callisto next to the urinal in the bathroom and place yourself against the door. Set the gun to high impact shells. When someone tries to open the door they will not be able to because you will be against it. You'll be able to shoot them repeatedly through the doors without giving them a chance, because the game will not let them restart in the air ducts. Keep doing this until your rank is level one – as high as it can go.

RA

Ladies and gentlemen, some of the world's finest games ripped apart before your very eyes! Make the most of it – a festival of fiendish cheating is about to commence!

WWF Wrestlemania 2000



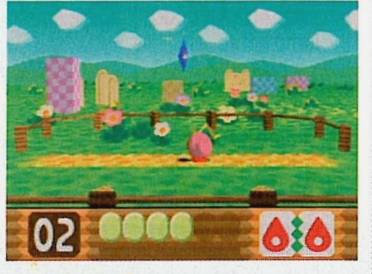
Avoid losing the belt on the Road to Wrestlemania
An undefeated champ losing your title belt to Vince McMahon after the Royal Rumble? Hence you don't get to defend or win the title at Wrestlemania, right? Makes you want to scream, we bet. But ponder this: they can't take away what you don't have, so avoid losing the belt to him by, well, not having it to start with. (Hardcore rasslers may find this a humbling sacrifice to make.) That said, you will need a reasonable track record to be invited to fight at the Royal Rumble, where the crucial stuff now happens. Basically, you must ensure you are not the WWF champ following the Royal Rumble pay-per-view. But then, to make sure you do get to fight at Wrestlemania, you'll have to go all-out at the 30-man Royal Rumble to win your shot at the title. Once you've made it to the WM2K Main Event, stomp some serious 'ass' there to romp merrily home with the championship belt.



Kirby 64: The Crystal Shards

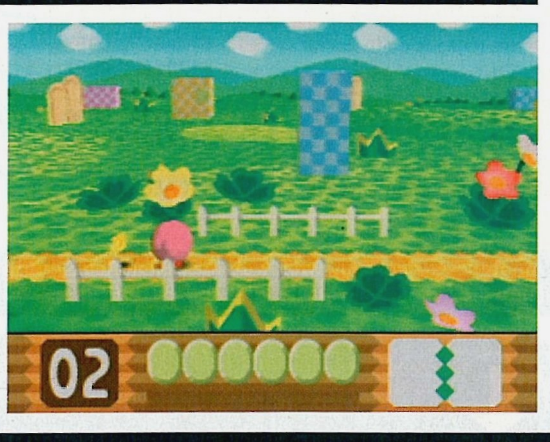


Sound test
Successfully completing this ever-so-cute platformer will unlock a sound test function, selectable from the options screen.



Bonus modes
Collect all crystals in the game (it'll say 100% on your file at the file selection screen) to unlock Boss Battle and Movie Viewer modes.

Infinite lives
To get an extra life, grab the first star at the beginning. Press Start to pause and then select Try Again. Return to the same level and pick up the star again. Repeat this process as many times as needed to collect an unlimited amount of lives.



Classic tip Quake II

Jon Romero's excellently dark first-person shooter continues to rank among the best the genre has to offer. We've spent several nervous nights cautiously working our way through its ill-lit corridors, and we still won't go into abandoned space stations without nuclear back-up. To even up the odds a bit, here are some tips.

Twists level
Enter FBBC VBBB FBBC VBF7 as a password. This is a deathmatch level with a 1:40 time limit and rocket launchers. Enter FLBC ZBBB FLBC ZBB9 to play it on medium difficulty setting or FVBS LBBB 7VBC 3BB5 for the hard setting.

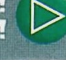
Infinite ammo in multiplayer
Enter S3T1 NF1N IT3S H0TS as a password. This code also allows higher jumps.

Low gravity in multiplayer
Enter S3TL 0WGR VITY ???? as a password.

Additional costume colours
Enter S3TC 00LC 0L0R S??? as a password.



GO! GO!





ACTION REPLAY CODES

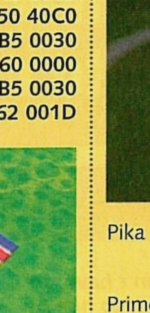
Each month we'll be printing the very best Action Replay codes. So send 'em in...

Kirby 64

(Diddy Kong Racing keycode required)

Enable code (must be on)	DE000400 0000
Infinite lives	800D6F4F 0009
Infinite health	810D6E50 40C0
Max stars (press L + R)	D0098AB5 0030
	810D6E60 0000
	D0098AB5 0030
	810D6E62 001D





Pokémon Stadium

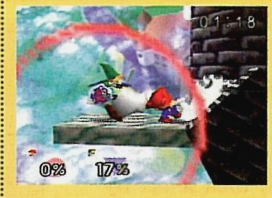
Master code	DE000400 0000
	F100B7B0 0000
	F100B7B2 0000
Infinite continues	800AF803 000A
Poké cup – infinite health	810AE632 03E7
	812851C8 03E7
Poké cup – CPU faints	810AE84E 0000
	81285BE8 0000
Petit cup – infinite health	810AE632 03E7
	81286AF8 03E7
Petit cup – CPU faints	810AE84E 0000
	81287478 0000
Pika cup – infinite health	810AE632 03E7
	81284488 03E7



Pika cup – CPU faints	810AE84E 0000
	81284EA8 0000
Prime cup – infinite health	810AE632 03E7
	81285E18 03E7
Prime cup – CPU faints	810AE84E 0000
	81286838 0000
P1 first monster infinite attacks	810AE650 FFFF
	810AE652 FFFF
P1 second monster infinite attacks	810AE6A4 FFFF
	810AE6A6 FFFF
P1 third monster infinite attacks	810AE6F8 FFFF
	810AE6FA FFFF

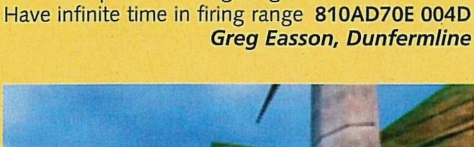
James Lee, Tyne & Wear

Super Smash Bros



P1 jump off to win	800AD3A3 0000
P2 jump off to win	800AD417 0000
P3 jump off to win	800AD48B 0000
P4 jump off to win	800AD4FF 0000

Abdul Aziz, London



Perfect Dark

Missions 1,3,5,6,7,8,9 infinite ammo	812027DA 0002
Missions 1,3,5,6,7,8,9 infinite health	8120205C EF80
Mission 2 infinite ammo	811E97DA 0002
Mission 2 infinite health	811E905C 3F80
Mission 4 infinite ammo	811D07DA 0002
Mission 4 infinite health	811D005C 3F80
Have 999 points in firing range	810AD712 03E7
Have infinite time in firing range	810AD70E 004D

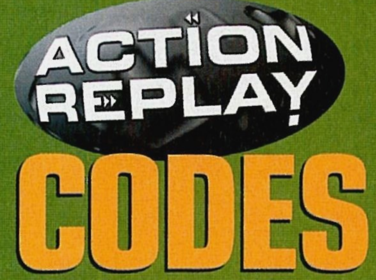
Greg Easson, Dunfermline



All of these codes only work with the Action Replay cartridge from Datel. For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES

cut out and send



CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name...............................

Address...............................

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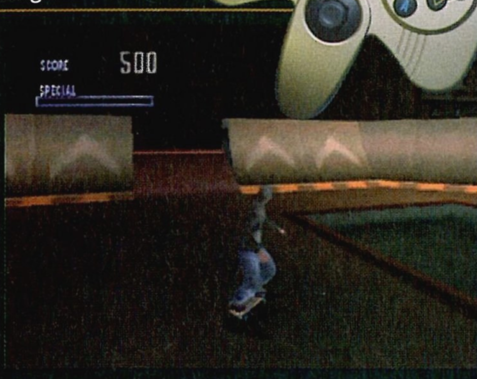
....

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Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins a Mirage Pad from Wild Things (029 2075 5774) and an exclusive **N64** pin badge.



Cheat of the month

1 Perfect Dark
On the firing range, select the Laptop gun and set it as a sentry gun. But, before it can be deployed, abort and choose a different weapon. If this has worked, the gun will be sent out and destroy the target. This should get you most of the golds.
Kevin O'Brien, Co. Kerry



2 F1 WGP2
Type NOSTALGIA as the surname of DRIVER WILLIAMS and it will unlock a bonus track.
David Coe, Christleton



3 Perfect Dark
Hold down A, B or R while guiding the Slayer rocket; it will slow almost to a standstill allowing you to negotiate the more tricky corridors. Also press Z to detonate it.
Narottama Tester, Leicester

4 Perfect Dark
On any level, use the X-ray scanner, via a cheat if necessary. Complete the mission and the cut-scene will be in X-ray vision. Also, you can activate the scanner, abort the mission and start again to see the opening cut-scene. This also works for some of the other cheats, like Small Characters.
Chris Lowe, Tyne & Wear

5 Perfect Dark
There's a secret room in Area 51: Rescue. When you go up in the lift, look right to see a guard in the distance by a door. Wound and disarm him, then lure him near the door. He'll open it. Alternatively, keep the guy with the lift card by the robot interceptor on the previous level alive. He'll open the door for you. Inside, after quite a walk, you'll find a Phoenix.
A Goddard, Musselburgh

6 Perfect Dark
Got 'workplace issues'? In the Carrington Institute's device lab, equip the cloaking device and you can run around, smacking everyone you dislike. That'll teach them some manners.
Dominic Buchan, Brighton

7 Perfect Dark
In the Institute, open the doors to the firing range and quickly get in to select a Slayer, jamming the door open with your body. Fire it and pilot it back to the wooden doors, hopefully they'll still be open (or you can use a hovercrate to wedge 'em open). Aim up then turn around and go through a blue gap to find yourself in the upper offices.
Matt Duckett, Christchurch



8 Ridge Racer 64
Select a Z-type Screamin' Eagle or Ultra 64 car in Grand Prix on Novice. Turn past the first corner after the half-way checkpoint and stop. Wait for the 'copter to go out of view and start again shortly afterwards so you hit the 'copter at the ramp past the next bend. Finish the race and the Red Shirt Rage car is yours.
S Fore, London



9 Ridge Racer 64
To unlock the 00 Agent car in multiplayer, beat Team Mode with two players in a three team race. Do this on either of the Extreme courses in X or Z class. If it doesn't work, do the other multiplayer modes in a similar manner.
S Fore, London

10 Wrestlemania 2000
Create a wrestler and give him Blood Mist as a front special move. When you do the special move, he'll spit blood in your opponent's face.
Colin Patrick, Fife

11 Tony Hawk's Skateboarding
Activate the Perfect Balance cheat (Hold L and press Top-C, Right-C, Left, Right-C, Right, Up, Down) and head for the octagonal stairs in San Francisco. You can grind for ages and get scores over 760,561.
William Shutes, Norwich

12 Tony Hawk's Skateboarding
In Minneapolis, go to the rooftop pool. Opposite where you enter, slightly to the right of the gap is where you need to go. Jump off, holding Up and Right-C plus R to do a spinning Japan Air. Hold the buttons when you land on the advertising board – you'll just slowly spin off the end. I've managed a 2340°.
Adam Godwin, Haslingden

13 Tony Hawk's Skateboarding
In San Francisco, go to the Hubba Hideout and go up the ramp near the metal cage. Wallride out of the ramp towards the cage, doing a jump during the ride. You'll land on the cage. Turn right towards the lower level. Turn round and you'll see a diagonal gap. Jump towards it, holding jump and Top-C so you can't roll off the edge. You'll be skating upside down! You can only roll off at the corner you came in on. When you reach it, jump and you'll go invisible as you land.
Adam Godwin, Haslingden

14 Snowboard Kids
At the start, press Down, Up, Down on the D-pad, Up on the D-pad, Bottom-C, Top-C, L, R, Z, Left on the D-Pad, Right-C, Up, B, Right on the D-Pad, Left-C then Start. You'll hear a 'Yeah!' and you can have all the characters, tracks and boards for your troubles.
Dan Heritage, Chinnor

15 Donkey Kong 64
Use a special attack (hold B then release) on an earth hill with the DK logo, you'll reveal a special rainbow coin, which is worth five to each Kong.
Andrea Garino, Genova



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Cheat of the month' slot you'll get something extra special.

cut out and send

Name...

Address...

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Postcode...

Here's my top tip

It's for [game name]:

And I've found that if you:



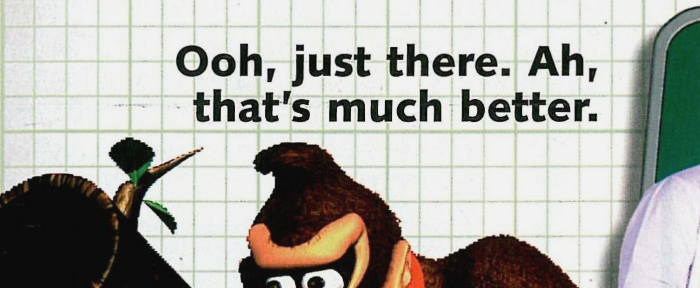
Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

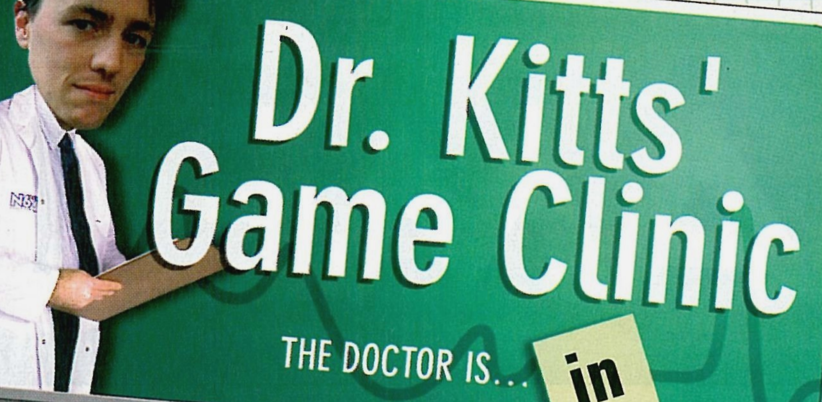
NEW BALLS PLEASE!

MAZZER TAKES TO THE COURT



ON SALE 6TH SEPTEMBER





Dr Kitts,
I have looked all over Jungle Japes in *DK64*, but I can't find Diddy's minecart ride. Where is it?
Chris Jeffery, Surrey

Dr Kitts laps up some tea from a saucer, just like a cat.
Chris, Chris, Chris. Inside the mine area, go through the tunnel on the far side to arrive at an area filled with Klumps. Use a Chimpy Charge to break down the metal gate, then kill the Klump inside. Use another Chimpy Charge to hit the button marked 'slow'. This will cause the conveyor belts to slow, and the blocked path to become open. Slam down on the Diddy Switch to open the second gate. Avoiding the Klumps, run up the conveyor belts and jump down into the mine cart. Now enjoy this stunning minigame.

Dr Kitts,
On *Vigilante 8: Second Offense*, I'm on the Drifters mission. How do you stop the truck on the suspension bridge? I've tried shooting it.
Robert Parker, Norwich

Dr Kitts rummages through a drawer stuffed with little glass bottles labelled 'caution'.
Robert, shooting is not always the answer. Head out onto the bridge, then hit the brakes – you'll need to have completely centred yourself, my young apprentice. Hold the brakes after you've stopped, and even when the truck piles into you. If all has gone according to plan, that should do the trick. Next!

Dr Kitts,
I can't find Tweek in *South Park Rally*. How do you win him as a playable character?
Christopher King, Ashton-under-Lyme

Dr Kitts checks the status of his offshore investments.
Ah, Christopher, this one's easy to clear up. On Spring Cleaning, you need to repeatedly drink the coffee. Just do that lots of times and you'll eventually get the coffee maker's son to play with. Next!



Dr Kitts,
How do I get First Blood, Inferno and Hell in a Cell matches in *Wrestlemania 2000*?
Barry Redmond, Dublin

Dr Kitts wiggles his hips like a snakish devil-man.
Right. Time to clear up some painfully recurrent issues. All three of those modes were taken out of the final game. Anyone who tells you otherwise is fibbing. Similarly, you can't get blood in the UK version. Sorry folks.

Dr Kitts,
I can't find the specialist mag to give to Fernando on *Jet Force Gemini*. Please can you help me with this?
Ashley Ewen, Sleaford

Dr Kitts would do anything for love, but he won't do that.
On Eschebone, Thorax World, find the area with the big lake. Swim down to the bottom with Vela and find some chests. That should do the trick. Deliver the filthy rag back to old fishface in his hut on Rith Essa, and he won't be so lonely any more.

Dr Kitts,
In Gobi's Valley in *Banjo-Kazooie*, how do you learn the speed walk move, please?
Simon Morrell, Edinburgh

Dr Kitts tucks up the kiddies in bed.
Well, Simon, this shouldn't be too tricky. You know the pyramid with the puzzle inside? You'll be wanting the other pyramid in front of it. Go inside to the corner and speak to Bottles to get the running shoes you need. Don't forget the puzzle piece nearby: trip the switch, dash to the top and fall into the hole, then swim to the bottom to get it. N





Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

.... Postcode ....

Eight challenges to test the best.

GAME ON

Back in issue 44 we confidently predicted that *Perfect Dark* would soon occupy the top slot in the affections of Game On challengers.

So, as a tribute to our prophetic powers, this month is a veritable *PD* bonanza. Gobble down the goodness, folks – there's more where this little lot came from… And if by any chance you've sadly not been able to pick up a copy of the aforementioned Rare delight, you'll still find a sizeable portion of new gaming twists and slants for your old favourites here. Now let's get it on.

PERFECT DARK — *Spin the Box*



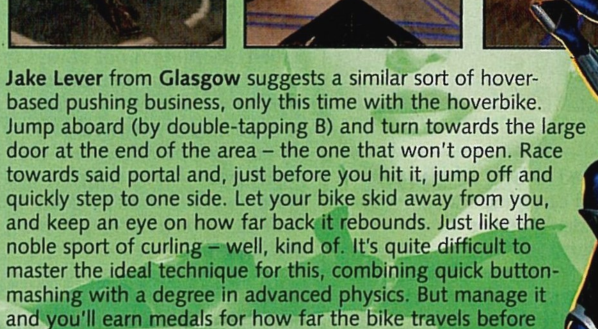


Our old mate **Janne Kaitila** from **Finland** has graced us with a curiously non-combative challenge in the Carrington Institute. Did we spell your name right this time, Janne? We think so. Anyway, head down to the hangar and into the room with the hovercrate. Ignoring the urge to punish that incredibly rude bloke, grasp the crate firmly with both hands, then chuck it forth, making it spin as many times as possible – the trick is to spin round a lot yourself. Use the hover device as a reference point to mark the revolutions. The spins depend on a number of factors: where you grasp the crate, how you spin around and when you release it. Award yourself a medal for the number of successful spins you manage to pull off. And we hope you don't get too dizzy.

REVOLUTIONS  5   4  3

PERFECT DARK — *Crash the Bike*

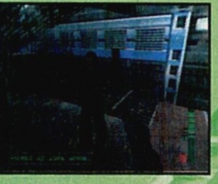




Jake Lever from **Glasgow** suggests a similar sort of hover-based pushing business, only this time with the hoverbike. Jump aboard (by double-tapping B) and turn towards the large door at the end of the area – the one that won't open. Race towards said portal and, just before you hit it, jump off and quickly step to one side. Let your bike skid away from you, and keep an eye on how far back it rebounds. Just like the noble sport of curling – well, kind of. It's quite difficult to master the ideal technique for this, combining quick button-mashing with a degree in advanced physics. But manage it and you'll earn medals for how far the bike travels before coming to a halt.

HOW FAR  BLUE LINE BY DOOR  PAST HELIPAD  HELIPAD

PERFECT DARK — *Where's my Gun?*

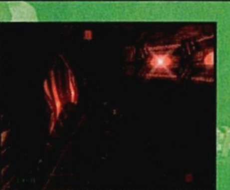




It had to happen. **David Byrne** from **Colehill** has taken on the mantle and given us a positively disarming challenge. Go for any single-player level apart from those with Skedar on, and use your Falcon to shoot the guns out of the enemies' hands. It's tough, but a lot more manageable if you put the 'Invincibility' and 'Slo-Mo' cheats on. You're better off knocking out bad guys if they surrender, and should they pull out a secondary gun, that's fair game too. Medals for how many you disarm with the cheats activated.

DISARMED  35  30 20

PERFECT DARK — *Skedar Sunday*


This challenge from **Rob Sherwood** from **Dublin** is easy to describe, but oh so hard to execute. Your flying fists may make this a little easier, but not much. Start Attack Ship: Covert Assault as usual, but put away that knife of yours. You'll be taking on the first two Skedar with only your womanly dukes to protect you, so dodging skills and expert timing are required for this one. If you find this too easy, try it without getting hit. It *is* possible. Medals for the difficulty level you manage this on.

DIFFICULTY  PERFECT AGENT  SPECIAL AGENT  AGENT

GOLDENEYE — *Taser Tag*





David Johnson from **Portsmouth**'s challenge shows there's still mileage to be squeezed from a trusty *GoldenEye* cart. For this somewhat cruel scientist-tormenting scenario, switch on the cheats All Guns, Bond Invisible and Turbo. Pick Facility and head to the area with the glass labs and scientists, ensuring you kill any guards along the way. Wipe out all the boffins but one, and when he scarpers, whip out the taser and give chase. The medal depends on where you manage to kill him.

WHERE			
	 FIRST DOOR	 SECOND DOOR	 NEAR LOCKERS

JET FORCE GEMINI — *Shuriken Shoot*



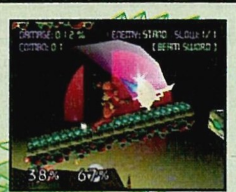


Precision shooting is an essential skill for this single-player challenge courtesy of **Sam Rowlands** from **Raglan**. Select your faithful friend Lupus and head for the water ruin level. Just outside the archway at the very beginning, fire a shuriken right over the castle and then quickly shoot it with the sniper rifle. Use up your arsenal of shurikens this way, then run over to the castle. Look in and around it, and pick up as many shurikens as you can find. Compare your total with the numbers below to find out which medal you end up with.

TOTAL			
	 10	 5	 3

SUPER SMASH BROS — *Platform Shoeing*





All the way from the distant reaches of **Watford** comes a challenge from **Calum Conn**. Use Captain Falcon against three computer players on a platformy level like Dream Land. Calum advises using his Up + B move on the nearest opponent, and when you fly back press Up + B again. Hit a different foe each time, without touching the ground. One point is yours for hitting someone, but you'll lose one for hitting the same foe twice. Earn yourself two handy bonus points for knocking someone off a platform. When the match is over, tot up your total and ready your chest for corresponding medal-pinnage.

POINTS			
	 40	 20	 10

SUPER MARIO 64 — *Skydiving*



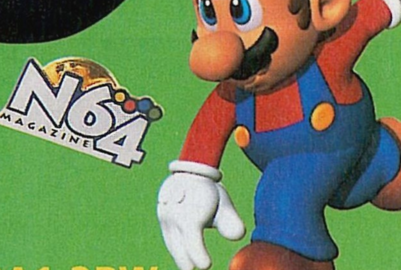


This challenge, sent in by one **Justin Carson** from **Milton Keynes**, should prove pretty entertaining to do. You have to have unlocked the everlasting stairs on the way to Bowser the second or third time. Go to the very top and then perform a diving jump or long jump. Don't hit the roof, mind you, or it's all over. Your objective is to reach the paintings – you'll get a medal depending on which number painting you can get to. Good luck.

PAINTING NO.			
	 4	 3	 2

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for…
Perfect Dark • International Track & Field 2000
Pokémon Stadium • Operation Winback
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!

I'M THE BEST

The leagues you know and love, now with added adrenaline.

Let the games begin! Clad in a tracksuit, with a paper number pinned to his back, Kittsy bore a flaming torch all around Bath before coming into the office and lighting the **N64** flame to herald our brand new *International Track & Field* league tables.

Right now, there's no all-rounder dominating the field, but that could all change. So limber up and try your hardest – a top spot could be yours!



New Leagues

PERFECT DARK

With the help of this issue's top free PD guide, you should have no problems turning in some storming times for:

Datadyne Building: Infiltration
Datadyne Research: Investigation
Datadyne Central: Extraction
Carrington Villa: Hostage One
Chicago: Stealth
and finally, for now,
G5 Building: Reconnaissance.



STAR PERFORMANCE in conjunction with WILD THINGS

Worms. Little wriggly fellows, and generally not much to worry about. But they can be *deadly*.

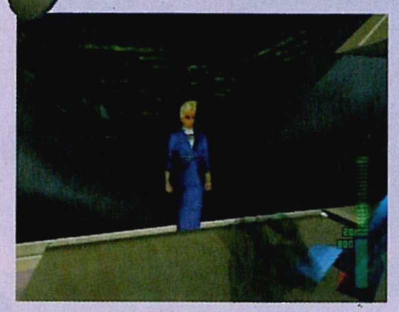
Deadly, that is, if you're talking about *Worms Armageddon* with Solihull's Ellwyn Male at the helm. Under his capable command, one gallant worm wiped out 15 others, bagging 3,000 points in the process – and all without losing a single point of health. Nice one Ellwyn, have a Mirage joypad courtesy of Wild Things (029 2075 5774 or www.wild-things.co.uk). If anyone else out there feels they merit our respect for one of their videogaming victories, send in your scores – with proof – marking the envelope 'Star Performance'.



NEW HIGH SCORE!

In **N64**/44, we asked you to beat Mark's *International Track & Field* 100m dash time of 9.77 seconds. As you can see opposite, a fair few people managed the tricky task, but the tied fastest were Tony and Mark Dunster from London. Good work! Mirage joypads are on the way.

THIS MONTH'S TIME TO BEAT



It seems that most of the N64-owning world are indulging in some serious *Perfect Dark*ery right now, so here's another *PD* time to beat – but only for those who've finished the game at least on Agent mode. Steve completed Mr Blonde's Revenge in 3'37 on Agent. Whoever thrashes that time most soundly gets a Mirage joypad from Wild Things. Go to it!

Donkey Kong 64



RAMBI BONUS GAME

1	244	Peter Barrett	*Co. Armagh*
2	228	Ben Gooch	*Tamworth*
2	228	Joseph Jennings	*Birm'ham*
2	228	Arkadiusz Gabreycki	*Poland*
5	226	Ruben Larsen	*Norway*
6	224	Lorne Tietjen	*Woking*
6	224	Becki Harrison	*Coventry*
8	222	Liam Kennedy	*Bolton*
8	222	Sam Abraham	*Dublin*
10	220	Tim Booth	*Shrewsbury*
11	218	Matthew Sexton	*Bedford*
11	218	James Fowler	*Leek*
13	216	Calum Conn	*Watford*
13	216	Sean Matthews	*Paisley*
15	214	Stan Colomb	*Corsham*
15	214	Jan-Erik Spangberg	*Sweden*

ENGUARDE ARENA

1	385	Sean Matthews	*Paisley*
2	365	Arkadiusz Gabreycki	*Poland*
3	360	Gary Harmson	*Halifax*
4	345	Janne Kaitila	*Finland*
5	330	Lorne Tietjen	*Woking*
6	325	Tom Craven	*Lancashire*
7	315	Kyan Kia	*Halifax*
7	315	Scott Fitzgerald	*Dorset*
9	305	Thomas Pearce	*Trowbridge*
10	300	Stuart Stringer	*Orpington*
11	295	Jan-Erik Spangberg	*Sweden*
11	295	Ruben Larsen	*Norway*
13	270	Chester Trinick	*Bristol*
14	265	Jonathan Steinberg	*Sweden*
14	265	Anders Evjen	*Norway*
16	260	Matthew Sexton	*Bedford*
16	260	Gavin Fuller	*Romford*
16	260	Jenna Blackman	*Pagham*
16	260	Robert Stanyer	*Winslow*

DK ARCADE

1	170300	Ben Gooch	*Tamworth*
2	154900	Mat Isaia	*Australia*
3	127100	Griffin Leadabrand	*Australia*
4	92500	Matthew Sexton	*Bedford*
5	92400	Gary Harmson	*Halifax*
6	59600	Janne Kaitila	*Finland*
7	55100	Thomas Pearce	*Trowbridge*
8	52400	Chris Webb	*Gloucester*
9	51100	Simon Johnson	*Tyne & Wear*
10	50600	Chris Grant	*Inverness*

JETPAC

1	999990	Arkadiusz Gabreycki	*Poland*
2	999355	Alan Clarke	*Oxford*
3	999135	Andrew Simmonds	*Waterlooville*
4	995070	Farron Hussey	*Peterboro'*
5	801680	Jenna Blackman	*Pagham*
6	712385	David Huggins	*Crawley*
7	688510	James Cull	*Redditch*
8	673395	Janne Kaitila	*Finland*
9	666540	Tom Makey	*Colchester*
10	664035	Greg Duncan	*Glasgow*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila	*Finland*
1	85	Denis Craven	*Lancashire*
1	85	Ruben Larsen	*Norway*
1	85	Arkadiusz Gabreycki	*Poland*
5	84	Tom Craven	*Lancashire*
6	83	Jenna Blackman	*Pagham*
6	83	Timothy Staines	*Iford*
8	77	Bobby Matthews	*Kingston Upon Thames*
8	77	Morten Tronstad	*Norway*

International Track & Field



100M DASH

1	9.28secs	Tony Dunster, *London*
1	9.28secs	Mark Dunster, *London*
3	9.44secs	Marie Crowther, *Kent*
4	9.47secs	George Vaughan, *Coventry*
5	9.52secs	Stuart Richards, *Dorking*
5	9.52secs	Mark Wyss, *Moreton-in-Marsh*

LONG JUMP

1	9.40m	George Vaughan, *Coventry*
2	9.39m	Tony Dunster, *London*
2	9.39m	Russell Whitham, *Moreton-in-Marsh*
4	9.38m	Marie Crowther, *Kent*
5	9.37m	Stuart Richards, *Dorking*

TRIPLE JUMP

1	19.10m	George Vaughan, *Coventry*
2	19.09m	Andrew Whitham, *Moreton-in-Marsh*
3	19.06m	Mark Dunster, *London*
4	19.05m	Stuart Richards, *Dorking*
5	18.95m	Marie Crowther, *Kent*

JAVELIN

1	105.75m	Marie Crowther, *Kent*
2	105.67m	Tony Dunster, *London*
3	105.32m	George Vaughan, *Coventry*
4	105.07m	Mark Dunster, *London*
5	105.02m	Stuart Richards, *Dorking*

HAMMER

1	101.06m	Tony Dunster, *London*
2	100.91m	Stuart Richards, *Dorking*
3	100.85m	George Vaughan, *Coventry*
4	100.73m	Andrew Whitham, *Moreton-in-Marsh*
5	100.69m	Mark Dunster, *London*

POLE VAULT

1	6.99m	Stuart Richards, *Dorking*
2	6.90m	Tony Dunster, *London*
2	6.90m	Mark Dunster, *London*
4	Send in your scores – this could be you!	
5	Send in your scores – this could be you!	

HIGH JUMP

1	2.54m	Tony Dunster, *London*
1	2.54m	Mark Dunster, *London*
1	2.54m	Stuart Richards, *Dorking*
4	2.53m	Mark Wyss, *Moreton-in-Marsh*
5	Send in your scores – this could be you!	

110M HURDLES

1	12.64secs	Mark Dunster, *London*
2	12.68secs	Tony Dunster, *London*
3	12.76secs	Mark Wyss, *Moreton-in-Marsh*
4	12.79secs	George Vaughan, *Coventry*
5	12.81secs	Marie Crowther, *Kent*
5	12.81secs	Stuart Richards, *Dorking*

100M FREESTYLE

1	0'46"41	Tony Dunster, *London*
1	0'46"41	Mark Dunster, *London*
3	0'46"53	Stuart Richards, *Dorking*
3	0'46"53	George Vaughan, *Coventry*
5	0'46"69	Mark Wyss, *Moreton-in-Marsh*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"76	Tony Dunster, *London*
3	1'00"80	Andrew Whitham, *Moreton-in-Marsh*
4	1'00"92	Stuart Richards, *Dorking*
5	Send in your scores – this could be you!	

VAULT

1	10.00pts	Stuart Richards, *Dorking*
1	10.00pts	Tony Dunster, *London*
3	9.99pts	Mark Dunster, *London*
4	9.94pts	Andrew Whitham, *Moreton-in-Marsh*
5	Send in your scores – this could be you!	

HORIZONTAL BAR

1	10.00pts	Stuart Richards, *Dorking*
2	9.96pts	Mark Dunster, *London*
3	9.95pts	Tony Dunster, *London*
4	9.93pts	Andrew Whitham, *Moreton-in-Marsh*
5	Send in your scores – this could be you!	

WEIGHTLIFTING

1	280.0kg	Tony Dunster, *London*
1	280.0kg	Mark Dunster, *London*
3	277.5kg	Stuart Richards, *Dorking*
4	Send in your scores – this could be you!	
5	Send in your scores – this could be you!	

TRAP SHOOTING

1	415pts	Stuart Richards, *Dorking*
2	395pts	Tony Dunster, *London*
3	377pts	Mark Dunster, *London*
4	Send in your scores – this could be you!	
5	Send in your scores – this could be you!	

Smash Bros



MARIO

1	11"55	Jan-Erik Spangberg, *Sweden*
2	11"85	Ben Rumsby, *Bristol*
3	11"97	Jonathan Steinberg, *Sweden*
4	13"81	Matthew Sexton, *Bedford*
5	14"13	James Wood, *Cumbria*

DONKEY KONG

1	14"21	Ben Rumsby, *Bristol*
2	14"37	Tom Donoughue, *Balsham*
3	14"43	Scott Fitzgerald, *Dorset*
4	14"57	Jan-Erik Spangberg, *Sweden*
5	15"16	Robert Harrison, *Wakefield*

YOSHI

1	19"71	Ben Rumsby, *Bristol*
2	19"83	Tom Donoughue, *Balsham*
3	20"85	Jan-Erik Spangberg, *Sweden*
4	22"90	Alexander Davies, *Llandeilo*
5	23"73	Janne Kaitila, *Finland*

KIRBY

1	20"95	Ben Rumsby, *Bristol*
2	20"97	Chris Grant, *Inverness*
3	21"00	Tom Donoughue, *Balsham*
2	22"99	Jan-Erik Spangberg, *Sweden*
3	23"01	Laurence Imich, *Essex*

LINK

1	19"23	Tom Rumsby, *Bristol*
2	21"21	Rob Humphrey, *Leicester*
3	21"47	Tom Donoughue, *Balsham*
4	21"57	Tom Woodward, *Bredon*
5	21"81	Matthew Li Kam Wa, *Lancashire*

FOX

1	13"95	Ben Rumsby, *Bristol*
2	14"05	James Wood, *Cumbria*
3	14"80	Jan-Erik Spangberg, *Sweden*
4	16"13	Laurence Imich, *Essex*
5	16"15	Jonathan Steinberg, *Sweden*

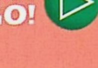
PIKACHU

1	11"01	David Marsland, *Cheshire*
2	11"47	Luke Brown, *Worcester*
3	11"97	Ben Rumsby, *Bristol*
4	12"01	Robert Harrison, *Wakefield*
5	12"13	Alec Buckley, *Swadlincote*

TOTAL TIME

	Bonus 1	
1	3'24"50	Ben and Tom Rumsby, *Bristol*
2	3'39"60	Jan-Erik Spangberg, *Sweden*
3	4'25"44	Matthew Sexton, *Bedford*
	Bonus 2	
1	5'56"63	Ben and Tom Rumsby, *Bristol*
2	6'35"21	Matthew Sexton, *Bedford*





Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:26.705	Thomas Hower, *Denmark*
2	0:26.728	Tom Beasley, *Bushy*
3	0:27.639	James McClosky, *Co.Derry*
4	0:28.465	Guy Taylor, *Peterborough*
5	0:29.259	Anthony Ratnasothy, *Essex*

MON GAZZA SPEEDWAY

1	0:10.385	Guy Taylor, *Peterborough*
2	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*

BEEDO'S WILD RIDE

1	0:52.415	Jan-Erik Spangberg, *Sweden*
2	0:56.431	Anthony Ratnasothy, *Essex*
3	0:57.447	Tom Beasley, *Bushy*
4	1:00.342	Thomas Hower, *Denmark*
5	1:01.196	Stephen Hill, *Maidstone*

MALASTARE 100

1	0:31.002	Guy Taylor, *Peterborough*
2	0:31.844	James McClosky, *Co.Derry*
2	0:33.306	Tom Beasley, *Bushy*
3	0:33.886	Jan-Erik Spangberg, *Sweden*
4	0:34.780	Anthony Ratnasothy, *Essex*

VENGEANCE

1	1:02.249	Jan-Erik Spangberg, *Sweden*
2	1:07.810	Anthony Ratnasothy, *Essex*
3	1:07.978	Tom Beasley, *Bushy*
4	1:12.290	Nader Kohbodi, *Anglesey*
5	1:13.048	Stephen Hill, *Maidstone*

SCRAPPERS RUN

1	0:33.333	Matthew Durrant, *Bognor Regis*
2	0:34.957	James McClosky, *Co.Derry*
3	0:35.589	Jan-Erik Spangberg, *Sweden*
4	0:37.950	Anthony Ratnasothy, *Essex*
5	0:38.381	Guy Taylor, *Peterborough*

ANDO PRIME CENTRUM

1	0:50.213	Tom Beasley, *Bushy*
2	0:51.627	Thomas Hower, *Denmark*
3	0:51.649	Jan-Erik Spangberg, *Sweden*
4	0:51.761	Matthew Durrant, *Bognor Regis*
5	0:51.867	Anthony Ratnasothy, *Essex*

EXECUTIONER

1	1:16.516	Jan-Erik Spangberg, *Sweden*
2	1:22.029	Anthony Ratnasothy, *Essex*
3	1:23.611	Luke Oswin, *Leicester*
4	1:26.576	Thomas Hower, *Denmark*
5	1:28.897	Stephen Hill, *Maidstone*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:14.1	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grandjean, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

QORON IV

1	0:23.8	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

SOKANA

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grandjean, *Switzerland*

DYRONESS

1	0:18.5	Thomas Dooley, *Glasgow*
2	0:19.6	Kevin Holmes
3	0:20.2	Ryan Brannan, *Co. Down*
4	0:20.3	Tom Craven, *Lancashire*
5	0:20.8	Chris Lowe, *Tyne & Wear*

MACHAON II

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grandjean, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

TERAFUMOS

1	0:24.8	Thomas Dooley, *Glasgow*
2	0:26.9	Tom Craven, *Lancashire*
3	0:27.7	Ryan Brannan, *Co. Down*
4	0:28.0	Guy Nisbett, *London*
4	0:28.0	Kevin Holmes

World Driver Championship



HAWAII C

1	01:02.27	Shoriful Islam, *London*
2	01:02.36	Leo Himanka, *Finland*
3	01:02.52	Chris Charlwood, *Bromley*
4	01:03.90	Daniel John, *via email*
5	01:04.36	Ryan McGarva, *Moffat*

KYOTO A

1	00:39.84	Leo Himanka, *Finland*
2	00:40.04	Shoriful Islam, *London*
3	00:40.24	Daniel John, *via email*
4	00:40.64	Chris Charlwood, *Bromley*
5	00:41.00	Tim Barrow, *Gloucester*

LAS VEGAS A

1	00:58.27	Leo Himanka, *Finland*
2	00:59.20	Shoriful Islam, *London*
3	00:59.36	Daniel John, *via email*
4	01:01.16	Chris Charlwood, *Bromley*
5	01:01.56	Ben Coates, *Sutton Coldfield*

ROME B

1	01:13.16	Leo Himanka, *Finland*
2	01:13.56	Martin Bounds, *Bognor Regis*
2	01:13.72	Shoriful Islam, *London*
4	01:14.23	Daniel John, *via email*
5	01:15.68	Chris Charlwood, *Bromley*

LISBON C

1	01:01.84	Leo Himanka, *Finland*
2	01:02.79	Shoriful Islam, *London*
3	01:02.88	Ryan McGarva, *Moffat*
4	01:03.40	Abul Salam, *London*
5	01:03.92	Chris Charlwood, *Bromley*

BLACK FOREST A

1	00:26.76	Leo Himanka, *Finland*
2	00:27.38	Shoriful Islam, *London*
3	00:27.96	Chris Charlwood, *Bromley*
4	00:28.56	Ryan McGarva, *Moffat*
5	00:28.64	Ben Coates, *Sutton Coldfield*

TOTAL TIME

1	05:31.88	Chris Charlwood, *Bromley*
2	05:47.88	Chris Webb, *Gloucester*
3	06:24.87	Alex Elder, *Surrey*
4	07:05.11	Andrew Walkley, *Penzance*
5	07:11.21	Andrew Dawson, *Leeds*

Mario Golf



TOAD HIGHLANDS

1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle upon Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK

1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle upon Tyne*
4	10'47"16	Jan-Erik Spangberg, *Sweden*
5	11'26"48	Thomas Grandjean, *Switzerland*

SHY GUY DESERT

1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle upon Tyne*
4	11'10"72	Karl von der Luehe, *Surrey*
5	11'22"28	Jan-Erik Spangberg, *Sweden*

YOSHI'S ISLAND

1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'03"28	Karl von der Luehe, *Surrey*
4	11'21"72	Gary Carney, *Newcastle upon Tyne*
5	11'29"48	Clive Mullings, *Kimbolton*

BOO VALLEY

1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle upon Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR

1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle upon Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM

1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS

1	5'13"40	Thomas Duggan, *West Sussex*
2	5'14"26	Martin Van Duuren, *Holland*
3	5'21"86	James Robinson, *Cheshire*
4	5'25"28	Thomas Hower, *Denmark*
5	5'28"09	Ross Anderson, *Peterborough*

INFERNO ISLE

1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS

1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS

1	3'42"02	Jan-Erik Spangberg, *Sweden*
2	3'53"46	Bobby Matthews, *Kingston*
3	3'56"10	Thomas Hower, *Denmark*
4	3'56"50	Martin Van Duuren, *Holland*
5	3'59"36	Ross Anderson, *Peterborough*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'15"839	Matthew Flitton, *Cambridge*
4	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
5	1'16"917	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"497	Matthew Flitton, *Cambridge*
4	1'24"792	Morten Tronstad, *Norway*
5	1'24"830	David Van Moer, *Belgium*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2

1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT

1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

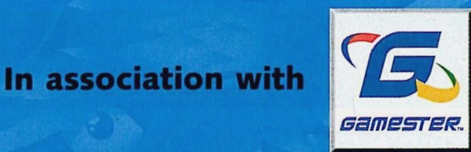
PORT TOWN 2

1	1'52"032	Paul Galvin, *Dublin*
2	1'52"832	Adam Tucker, *Great Yarmouth*
3	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*

SAND OCEAN 2

1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*





S Club 7 or S Club 2K? Which do *you* prefer?

skill club MILLENNIUM

Welcome to a place where hardcore gamers are elevated high above merely causal players, with their names spread far and wide. Welcome to a place where you can win prizes for your videogaming versatility. Welcome to a place that offers a big ol' heap of joypad-twiddling trials. Welcome to Skill Club Millennium.

Want to see your name in Skill Club? Right, then. Here's the hard bit: complete at least three of the challenges from the page opposite. And the easy bit? Send us a photograph or video of your results, along with the form below (marking your envelope 'Skill Club Millennium'). Then get ready to see *your* name up there with the rest.

You'll also get a glossy **N64** Skill Club certificate, an **N64** pin badge, and – for Gold-standard gamers – a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory. And should you make it into the elite Platinum-hued ranks of Skill Club, you'll be able to impress your Nintendo-playing peers with a rare-as-moon-dust **N64** T-shirt.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in* Mario Kart *and* Wave Race.
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.



Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

	A *F-Zero X*		K *Zelda*
	B *ISS '98*		L *GoldenEye 007*
	C *Rogue Squadron*		M *Pilotwings*
	D *Super Mario 64*		N *Donkey Kong 64*
	E *Turok: Rage Wars*		O *Resident Evil 2*
	F *Lylat Wars*		P *Mario Golf*
	G *Quake II*		Q *Shadowman*
	H *Wave Race 64*		R *Jet Force Gemini*
	I *1080°*		S *Smash Bros*
	J *Mario Kart*		T *World Driver*

Please send my badge and certificate to:

Name ....

Address ....

....

....

Hey folks! I'm upgrading! ☐

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



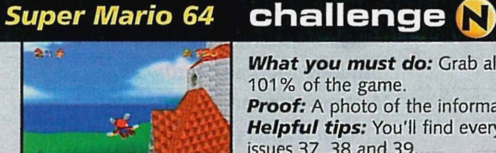
What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ship for this, including the V-Wing and Naboo fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars



What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II

What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64




What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding




What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64

What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



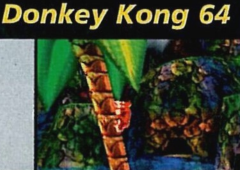
What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



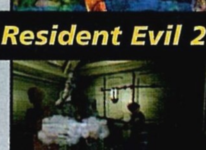
What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



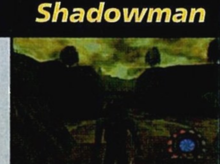
What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf




What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



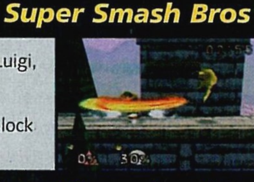
What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There's tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

- **Anthony Woods**, *Wolverhampton*
- **Matthew Hall**, *Ruislip*
- **Richard Milham**, *Wolverhampton*
- **David Cittern**, *Middlesex*
- **Andrew McGrae**, *Southport*
- **Matthew Weston**, *Nottingham*
- **Dan Masters**, *Australia*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Gary Brawn, *Cheshire*	A,D,E,G,H,I,J,K,L,P
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S

BRONZE Club
complete 3 challenges

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Chris Richards & Michael Petch, *Doncaster*	C,K,S
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffs*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán o'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Matt Swales, *Australia*	L,P,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Justin Badger, *Wolverhampton*	C,L,M,S
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
Colin White, *Derbyshire*	G,L,N,R,S
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Christophe Zerathe and Thomas Grand, *London*	I,K,L,P,R,S
James McDermott, *Australia*	C,G,L,N,Q,R

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

PROFESSIONAL 64

90% 5 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.



Easily one of the best games on the N64, this one's got gameplay coming out of its ears! There's no question of you feeling utterly cheated after realising you've wasted months' worth of pocket money on something that'd make even a dung beetle retch.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

TOP TIP *Sacrificing your integrity and self-respect is easy, but be warned – you might find it difficult to sleep soundly at night after conning so many innocent youngsters.*

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%
2 PERFECT DARK 96%
3 MARIO 64 96%
4 TUROK 2 95%
5 GOLDENEYE 94%

UK Game releases

40 WINKS

71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

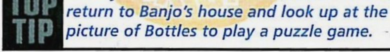
Not bad, just competent.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS




One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST
91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.


TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.


TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64
93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64
85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.


TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

WRETCHED
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

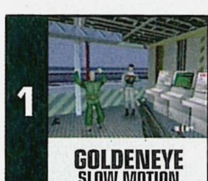
1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
3. AERO GAUGE 10%
4. SUPERMAN 14%
5. RAMPAGE 2 22% / GEX: DEEP COVER GECKO 22%



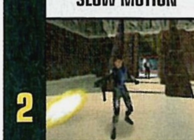
GO! GO!

WINNER!

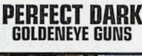
Stephen Ward of Glasgow proves that cheats do prosper, by winning a copy of Operation Winback for his top five 'cool cheats'.

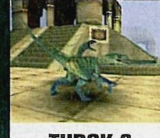


1 GOLDENEYE SLOW MOTION



2 PERFECT DARK GOLDENEYE GUNS





3 TUROK 2 ALL GUNS



4 ROGUE SQUADRON MILLENNIUM FALCON



5 F-ZERO X ALL CARS AND TRACKS

DUKE NUKEM: ZERO HOUR

90% 4 — GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG





A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 — Virgin ● £40 ● 1 players ● controller pak ● rumble pak Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

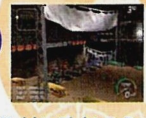
80% 3 — Acclaim ● £40 ● 1-4 players controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 — Nintendo ● £45 ● 1-4 players controller pak ● rumble pak ● Issue 43 ● MG





Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.



TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 — Acclaim ● £30 ● 1-4 players rumble pak ● controller pak ● Issue 9 ● TW





Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 — Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 23 ● JB





XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA





Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64

39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

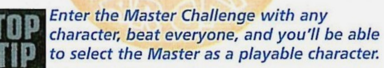
The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB



Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK





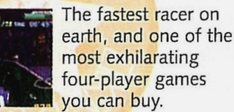
A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP





The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.





HYBRID HEAVEN

83% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 64

92% 4 Konami ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● JB




An almost flawless game which could only have been bettered with the addition of real teams.



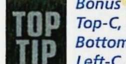
TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK




Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 45 ● AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out* **N64/24** *for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.



TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD

A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN

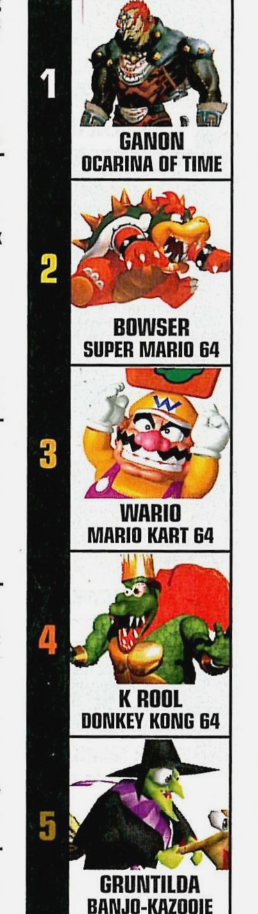


Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

BWA-HA-HAA!

The most evil in-game laughs, courtesy of Simon Barnes of Cheshire. Best grab your knees to stop them trembling...

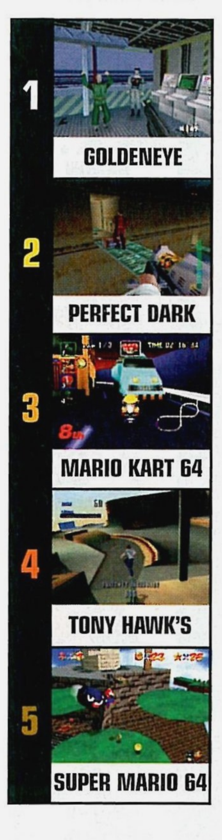


1 GANON – OCARINA OF TIME
2 BOWSER – SUPER MARIO 64
3 WARIO – MARIO KART 64
4 K ROOL – DONKEY KONG 64
5 GRUNTILDA – BANJO-KAZOOIE



STEVE'S CHOICE

When he isn't bashing the rest of us over the head with a dictionary, Señor Jalim likes nothing better than to settle down with these...



MARIO PARTY 2

87% 4 Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

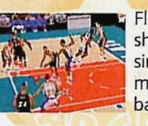
NASCAR '99

59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo ● £20 ● 1-4 players rumble pak ● controller pak on cart ● Issue 18 ● MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3 Konami ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 44 ● AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



It's got the crucial NFL licence but , doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.



NHL '99

74% 4
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 4
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 1
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP

80% 4
Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5
Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.



TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64

82% 4
Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4
Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4
Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4
Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1
GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0
Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3
Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3
Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3
Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4
Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64

91% 5
Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

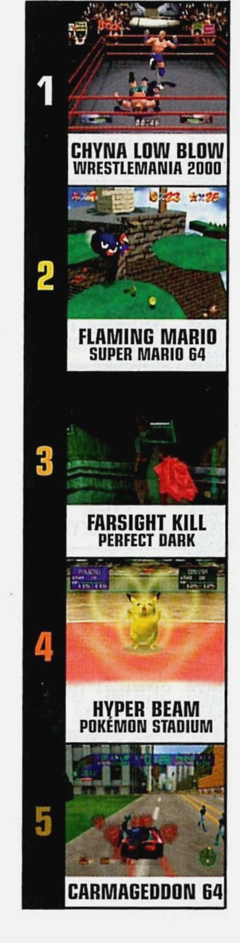
ROADSTERS

80% 4
Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

OUCH!

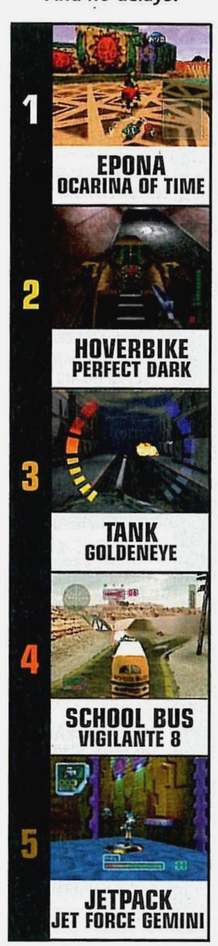
Jack Stewart of Birmingham reckons these are the five most painful moments in N64 games. Eye-watering stuff.





BRRRMM!

Forget the train – Matt Jeanes of Dorset has come up with the five best alternative modes of transport. And no delays!



ROBOTRON 64

75% 2 — GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 — Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 — Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT

48% 1 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 — Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 — Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

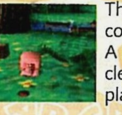
SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK

The most original console game ever. A breathtakingly clever and supremely playable platformer.

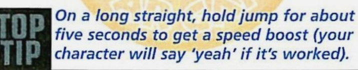
TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 — Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 — Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

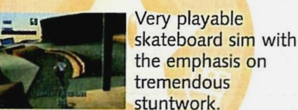
TONIC TROUBLE

55% 2 — Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● MK

Very playable skateboard sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB




Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% 3 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

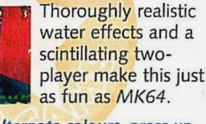
WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN

Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

SOUNDS GOOD!

After using up an entire box of Boots' Cotton Buds, Matthew Robinson of Walesby has turned his ears to the N64's best sound effects.



GO! GO!

Club 64 DIRECTORY readers' top five

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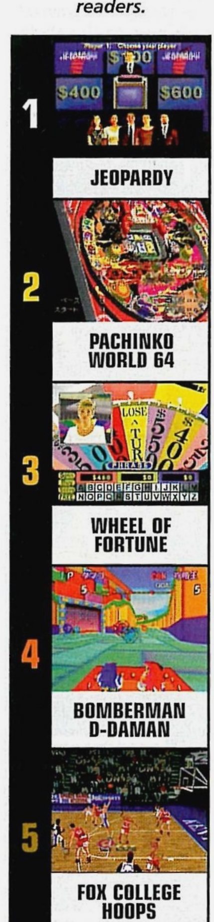
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Game wanted..

STAY AWAY!

Peter Jervis of Newtown is hoping that these dire games never find their way to the UK. Pray with him, readers.



WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE

85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90% 4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62% 2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81% 4
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40% 1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84% 4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52% 3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23% 0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44% 2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56% 1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83% 4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65% 2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82% 4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60% 1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52% 2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85% 4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68% 1
FOX COLLEGE HOOPS	Fox Interactive ● 1/2 players ● Issue 26 ● TW	25% 0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??% 2



GLORY OF ST ANDREWS 58% ★0
Seta ● 1-4 players ● Issue 1 ● TW

GOLDEN NUGGET 52% ★2
EA ● 1-4 players ● Issue 26 ● TW

HARVEST MOON 64 90% ★5
Natsume ● 1 player ● Issue 39 ● MK

JANGOU SIM MAH JONG 64 69% ★1
Video System ● 1 player ● Issue 7 ● JD

J-LEAGUE DYNAMITE SOCCER 66% ★1
Imagineer ● 1-4 players ● Issue 8 ● TW

J-LEAGUE ELEVEN BEAT 52% ★0
Hudson ● 1/2 players ● Issue 10 ● TW

J-LEAGUE PERFECT STRIKER 89% ★3
Konami ● 1-4 players ● Issue 1 ● TW

J-LEAGUE PERFECT STRIKER 2 90% ★5
Konami ● 1-4 players ● Issue 32 ● TW

JEOPARDY! 9% ★0
Take 2 ● 1-3 players ● Issue 16 ● MK

JIKKYOU WORLD CUP '98 91% ★4
Konami ● 1-4 players ● Issue 18 ● TW

KING OF PRO BASEBALL 68% ★1
Imagineer ● 1-4 players ● Issue 1 ● TW

KIRATTO KAIKETSU 60% ★2
Imagineer ● 1-4 players ● Issue 25 ● TW

LAST LEGION UX 60% ★3
Hudson ● 1/2 players ● Issue 32 ● MK

LEGEND OF THE RIVER KING 56% ★3
Natsume ● 1 player ● Issue 26 ● JB

LET'S SMASH 67% ★3
Hudson ● 1-4 players ● Issue 23 ● TW

MAH JONG 64 65% ★1
Koei ● 1-4 players ● Issue 3 ● JD

MAH JONG MASTER 69% ★2
Konami ● 1-4 players ● Issue 1 ● WO

MAJOR LEAGUE BASEBALL 74% ★4
Nintendo ● 1-4 players ● Issue 18 ● MK

MAJORA'S MASK 95% ★5
Nintendo ● 1 player ● Issue 43 ● MG

NAMCO MUSEUM 70% ★3
Namco ● 1/2 players ● Issue 44 ● MG

NBA COURTSIDE 2 87% ★4
Nintendo ● 1-4 players ● Issue 44 ● MK

NEON GENESIS EVANGELION 61% ★3
Bandai ● 1 player ● Issue 35 ● JB

NIGHTMARE CREATURES 57% ★1
Activision ● 1 player ● Issue 25 ● MK

OGRE BATTLE 3 61% ★3
Quest ● 1 player ● Issue 34 ● MG

PACHINKO WORLD 64 12% ★1
Hewia ● 1 player ● Issue 13 ● TW

PIKACHU GENKI DECHU 75% ★3
Nintendo ● 1 player ● Issue 25 ● ME

POKÉMON STADIUM 2 75% ★3
Nintendo ● 1 player ● Issue 25 ● ME

POWER LEAGUE 64 42% ★0
Hudson ● 1/2 players ● Issue 7 ● JA

POWER PRO BASEBALL 4 54% ★2
Konami ● 1/2 players ● Issue 3 ● TW

POWER PRO BASEBALL 5 78% ★3
Konami ● 1/2 players ● Issue 17 ● MK

PUYO PUYO SUN 64 80% ★3
Compile ● 1/2 players ● Issue 10 ● ZN

PIKACHU GENKI DECHU 75% ★3
Nintendo ● 1 player ● Issue 25 ● ME

RALLY CHALLENGE 2000 61% ★3
Southpeak ● 1/2 players ● Issue 45 ● MG

SIM CITY 2000 83% ★3
Imagineer ● 1 player ● Issue 13 ● JP

SNOWBOARD KIDS 2 80% ★4
Atlus ● 1-4 players ● Issue 28 ● JA

SNOW SPEEDER 71% ★3
Imagineer ● 1/2 players ● Issue 26 ● JA

SPACE INVADERS 73% ★3
Activision ● 1 player ● Issue 44 ● MG

STARCRAFT 64 78% ★3
Nintendo ● 1/2 players ● Issue 45 ● MG

STAR SOLDIER 62% ★1
Hudson ● 1 player ● Issue 19 ● MK

SUPER BOWLING 72% ★4
Athena ● 1-4 players ● Issue 30 ● MG

SUPER ROBOT SPIRITS 58% ★2
Banpresto ● 1/2 players ● Issue 20 ● MK

SUSUME! TAISEN PUZZLE DAMA 78% ★4
Konami ● 1-4 players ● Issue 15 ● TW

TAMAGOTCHI WORLD 64 79% ★4
Bandai ● 1-4 players ● Issue 12 ● JN

TETRIS 64 42% ★1
Seta ● 1-4 players ● Issue 26 ● JA

TOKON ROAD 49% ★1
Hudson ● 1-4 players ● Issue 12 ● DM

TOP GEAR HYPERBIKE 64% ★3
Kemco ● 1/2 players ● Issue 44 ● MK

TRIPLE PLAY 2000 50% ★2
EA ● 1-4 players ● Issue 29 ● MG

TRUMP WORLD 21% ★1
Bottom Up ● 1-4 players ● Issue 21 ● MG

VIRTUAL CHESS 76% ★3
Titus ● 1/2 players ● Issue 18 ● TW

WCW NITRO 42% ★1
THQ ● 1-4 players ● Issue 27 ● JP

WHEEL OF FORTUNE 17% ★0
Gametek ● 1-3 players ● Issue 11 ● TW

WONDER PROJECT J2 55% ★2
Enix ● 1 player ● Issue 1 ● WO

N64 BACK ISSUES

ISSUES 1-39 SOLD OUT!



ISSUE 40
The Ridge Racer Edition

A massive eight-page review of the N64's finest racer yet, plus amazing new *PD* shots and a closer look at *Turok 3*. We uncover the latest Dolphin buzz and give the 64DD a good going over, plus multiplayer tactics for *Donkey Kong 64* and guides for *ECW* and *Toy Story 2*.

● Free double-sided poster and *Resi 2* and *South Park Rally* DGG+.



ISSUE 41
The Pokémon Stadium Edition

Everything you want to know about Ninty's first N64 Pokégame stuffed into a bulging 12-page feature. Plus reviews of stealth-fest *Operation WinBack*, the finger-blistering *Track & Field* and *Daikatana*. Not to mention the first screenshots of *The World is Not Enough*.

● Free Ultimate Pokémon Finder and **N64** Games Challenge Book.



ISSUE 42
The Perfect Dark Edition

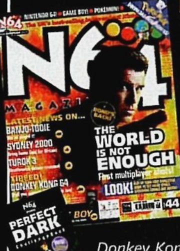
After months of waiting, it's finally here – and our massive 16-page review tells you all you need to know. Plus there's an in-depth look at *Turok 3* and the latest *The World is Not Enough* shots. Guides this issue for rad 'boarder *Tony Hawk's* and stealth-'em-up *WinBack*!

● *Pokémon Stadium* expert battle game guide! Unmissable!

ISSUE 43
The Majora's Mask Edition

The sequel to the Best Game Ever™ arrives in Japan and we discover whether it lives up to the reputation of its predecessor. Plus all the latest news from the E3 games show, tips for *Pokémon Stadium* and first shots of Rare's epic, *Dino Planet*!

● Dress your N64 in style with our exclusive *Perfect Dark* console sticker!



ISSUE 44
The World is Not Enough Edition

We open up our top-secret dossier on the N64's latest Bond blaster – including the first multiplayer shots. Plus there's pics of the hugely-awaited *Mario Tennis*, secret *Donkey Kong 64* stuff, the latest *Banjo-Tooie* shots and more!

● Consider yourself a Perfect Agent? Prove your *Perfect Dark* skills with our action-packed *PD* Challenge Book!



ISSUE 45
The Pokémon Snap Edition

Six monster-packed pages on the N64's latest Pokéfest, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we give our verdict on *Perfect Dark* on Game Boy and stacks more besides!

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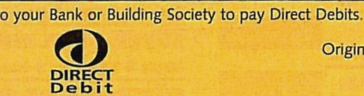
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PERFECT DARK N64 STICKER KIT

MIND GAM

We take a trip into the twisted psyches of N64 developers... By Mark Green

Picture a small, dark room, empty save for a PC and flickering monitor. Imagine that you're required to sit in front of that pale, sickening light at all hours of the morning, afternoon, evening and night, for periods of anything up to 24 hours at a time, with only the odd cup of coffee and a Kit-Kat Chunky to keep your eyelids open.

You'd go insane. Which is probably why the legions of N64 developers – trapped in those very conditions as they struggle to complete the latest *Mario*, *Zelda* or *Pokémon* – end up slotting the most bizarre bits and pieces into their games. Obscure film references, nonsensical private jokes, frivolous levels and characters – no wonder games suffer delay upon delay when frustrated coders spend so much time programming in bemusing, befuddling or downright fascinating secrets.

So, what's the story behind those quirky in-game moments? We've peered into the brains of the bug-eyed, coffee-guzzling coders and found out. What you learn may surprise you...

Choice words

Unnerving quotes from sleep-deprived N64 developers...

"I can tell you that Superman is really original and really cool to play! The multiplayer mode is not seen anywhere since GoldenEye! That particular feeling when Superman flies around Metropolis is the closest thing to freedom we have ever seen in a video game!" **Eric Caen of Titus, speaking from the wrong end.**



"Legend of the River King works like many other role-playing games... you have to help a woman clear out a bear so that she can give you a teacup, and so on." **Natsume's Graham Renn on their 'typical' puzzles.**

"Do the words 'Proximity Fragmentation Mines' do anything for you?" **Acclaim Austin's David Dienstbier (below left) turns on the charm.**

*"We really upped the responsiveness, and then we decided, you know, ****, you know, you get so tired of, just like – you are racing on a racing track, these are the laws of physics – you know, it's like, screw that, you know, let's pop wheelies, let's get up on two wheels."* ***Cruis'n World*'s Eugene Jarvis loses it.**

"Imagine a bunch of kids just trying to clamber up a mountain as fast as possible, get to the top, smack each other on the way and kick a few rabbits or something." **Jools Watsham explains *Iggy's Reckin' Balls*.**

"Listen, I've been lifting weights for ten years and I could kick somebody's face in if I really wanted to. But what fun is that? It's much more fun to live well, and enjoy what you do. But at the same time you really wish you could just kick the crap out of somebody sometimes." **David Dienstbier's at it again.**

ES

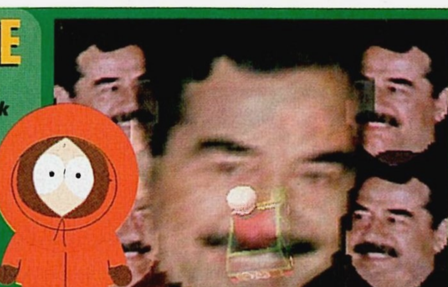
BEARDY SKYWALKER

What? Replace Luke Skywalker's face in *Rogue Squadron* with the fizog of a bearded man via a cheat code.



Why? "That's actually one of our developers, Thomas Mengel. It came after lots of late nights, at a time when we were slipping new stuff in between each new version. In fact, you can use codes to get a look at the faces of everyone at Factor 5 – Mengel's code was just the first to slip out. We had to go as far as checking it was okay to put our faces in with the folk at Lucasfilm – if we hadn't, we'd have run the risk of incurring the wrath of George Lucas and the boys." **Julian Eggebrecht, President, Factor 5**

SADDAM HUSSEIN'S FACE



What? Pick up a power-up in *South Park Rally* and watch horrified as the Iraqi dictator fills your screen.

Why? "We had to include the screen-filling faces of Spook-o-Vision – it was an integral part of the cartoon – but there were licensing issues with using the face of Barbara Streisand like the show. So we drew up a list of replacements – Bill Clinton, one of our uglier staff members, and so on – and Acclaim got back to us saying we should go with Saddam Hussein. We thought we were running the risk of being bombed by Iraq, but Acclaim didn't seem to care!" **Steve Hanbury, Producer, Tantalus**

1970'S TIGER WOODS



What? A hidden feature of *CyberTiger* – Tiger Woods and co. in full 1970s and '80s garb.

Why? "The Ed Sullivan TV show aired a clip of Tiger Woods when he was five years old. We saw it and cracked up – he had the bell-bottoms, the big afro, the lot. So we got our hands on golf school footage of Tiger when he was 13 and slotted it in. Our producer actually had to show Tiger the cheat, but he approved it, so he must have enjoyed it too! Some features – like a Titanic sinking in the giant lake – were cut, though. Too 'on the edge'!" **Walter Park, Lead Artist, Saffire**

FAT BIRD ON A SWING



What? Wander north-east in *Glover's* hub world. You'll stumble upon an out-sized clucking bird. Who can swing.

Why? "The concept artist who designed the central hub of Glover came up with plenty of wacky stuff like that. That feathery fellow started out as a fairly sweet bird, but gradually became more grotesque as time went on, eventually ending up as this fat old chick. The tree was already in the hub as decoration, so it seemed a good place to put him when he was finished. Oh, and you must call him by his proper name – The Hub Chicken." **David Manuel, Interactive Studios**



PIG SURFING

What? In *Earthworm Jim 3D*, the annelid hero gets about by surfing on the back of a porker.

Why?

"This is a long and sad tale. When we started development, we felt Jim should take part in some surfing activity – he was born in a developer's studio on Laguna Beach after all. It began with him riding a sausage in some competitive sausage-based racing – 'Slalami', we called it – but we felt that the pork-based meat was a little nondescript. It wasn't suffering enough pain. So we decided to take the sausage back to its pig origins, and have Jim ride that instead." **Kirk Ewing, Creative Director, Vis**



DEMON IN A BUNNY SUIT

What? *Xena*'s knee-trembling demon Despair... dressed in a bunny suit courtesy of a tap-in code.

Why?

"Despair was designed as a character who'd hopefully overwhelm the player when they glimpsed him. When we needed an alternate, scarier costume, we thought: what could be more terrifying than a bunny suit? It started out as a joke, but we liked it enough for it to make the final cut – although we had to push it through quickly before management noticed! Sadly, the arena that we planned for him – a kids' playroom where blood would splatter on the walls as you fought – never made it." **Walter Park, Lead Artist, Saffire**



DANCING DINOSAURS

What? *Turok*'s infamous 'Disco Mode' cheat had the Lost Lands' inhabitants jigging about like fools.

Why?

"We were all a little bit out of it thanks to sleep deprivation from getting the game finished, and our lead programmer Rob Cohen suddenly dreamed up the idea of Disco Mode. We loved it – we ended up abandoning playing the game properly to concentrate on tracking down the different types of bad guys to see how they boogied! As for modes that didn't make it into the game – well, 'Nude Mode' comes to mind. We were really tired!" **David Dienstbier, Director, Acclaim Austin**



EXPLODING SHEEP

What? *Worms Armageddon*'s arsenal is overflowing with sheep – of the exploding variety.

Why?

"People like sheep. They are fluffy and stupid, and the idea of them exploding was amusing. Well, to us, anyway. Notice the bubbles coming out of the backsides of the submarine sheep when they swim. We liked that, too. Other weapons in Worms Armageddon didn't escape the censors, though. We had to remove the manual reference to our grannies smelling of wee – it was in bad taste, apparently – and the exploding Bible went down very badly in the USA." **Martyn Brown, Director, Team 17**



SPICE GIRLS

What? What's that in *Duke Nukem: Zero Hour*'s shop window? Why, it's a zombified Posh, Sporty and friends.

Why?

"Duke Nukem was heavy on parody, which is where this stemmed from – as well as a general hatred of the band! The shop-window Spices were altered quite radically as they passed through the various divisions, just to protect us from court proceedings – other stuff, like the Bill Clinton-Monica Lewinsky cigar moment, was axed totally. More amusing were the bits and pieces that stayed in because our British humour went right over the heads of the American testers..." **Hugh Binns, Director, Eurocom**





COMPETITIVE CHICKEN

What? A chicken playing noughts and crosses and other delights abound in *Rocket*'s midway.

Why?

"The Tic-tac-toe Chicken is actually a real-life fixture of American carnivals. It borders on a joke – you've got this clucking chicken there, but he always wins, because he's been expertly conditioned to react to your moves. We just copied the idea in Rocket – with a mechanical chicken – as an easy way of explaining the controls. And Feed the Presidents is simply there because we rather enjoyed the idea of stuffing things into the Presidents' mouths."
Brian Fleming, Sucker Punch





The wonderful world of Rare

The Twycross boys' back-catalogue is chock-a-block with bizarre moments...

JIMMY SAVILLE

Finish *Jet Force Gemini* for an utterly bizarre – but hilarious – Jimmy Saville moment.

Rare say: *"The original ending showed a tear falling from Floyd's eye before he was blown into a thousand pieces... then we discovered the designer of Conker could do a fantastic Jimmy Saville impression."*



HIDDEN CHEESE

The presence of a secret slab of cheese on almost every level of *Perfect Dark* is *very* well-documented.



Rare say: *They've told us, but we can't say. No, really. But it's got nothing to do with an abandoned cheat system, and finding them all won't do a darn thing.*



CHEMISTRY SETS

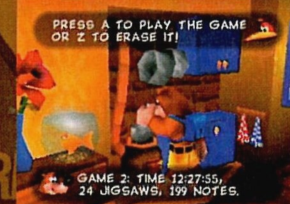
Look up in the cornermost room of *GoldenEye*'s Facility to spot a small chemistry set hidden inside an air vent.

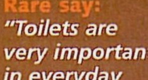


Rare say:
"Little details like this were put in the game because we always appreciate seeing little details like this in other games. Sometimes, things just are."

FISH BARBECUES

Complete *Banjo-Kazooie* and you'll witness the bear throwing his beloved goldfish onto the barbecue.





Rare say: *"It was either the goldfish or roast Breegull, as Banjo hadn't got anything else in his cupboards. But you never saw the fish actually get eaten, did you?"*

TALKING TOILETS

Say hello to *Banjo-Kazooie*'s Loggo the Toilet. He's a talking loo.



Rare say:
"Toilets are very important in everyday life, so it was about time one made an appearance in a game. Loggo has already threatened to 'flush himself until he's sick' if he doesn't get a part in Banjo-Tooie."



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Mark will be back from Nintendo's annual Spaceworld show in Japan with *official* details of Dolphin and Game Boy Advance. We'll have the specs, the games and the all-important release dates! Only in N64 – don't miss it!



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Reviewed!

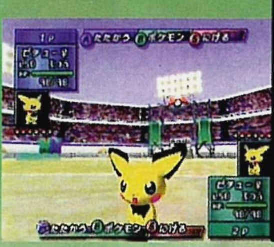
STARCRAFT 64 | F1 RACING CHAMPIONSHIP | HERCULES





First play!

POKÉMON STADIUM 3 | MARIO PARTY 3 | POKÉMON PUZZLE LEAGUE





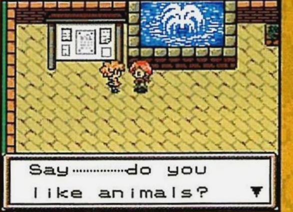
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All magazine contents and free gifts subject to change.

Special Feature • Trigger-happy totty talk

M&M Magazine

Joanna Dark v Lara Croft

We grill the girlies on their gun habits!



Joanna Dark

Jo's clearly the choice of the connoisseur. She's always up for a night-time raid, and has an intriguing relationship with her boss. However, she won't take any lip from uppity fellow agents. We here at M&M magazine would dearly love to be her undercover(s) contact…

Lara Croft

Daughter of Lord Henshingly Croft, a young Lara set off on an expedition to Nepal and returned a changed lass. She's a prime piece of totty – a noble filly and no mistake. Aloof, sassy and dressed to kill, Crofty's never seen without her deadly pair. Of pistols.



Q Gals, you're on a thrilling, action-packed mission in the hostile and forbidding wastes of the Antarctic. What are you wearing?

Joanna: If I shiver, my aim will be compromised. Better wear a specially-designed flexible, layered suit in off-white. A hat is a great way of insulating against heat loss.

Lara: Well, I see no reason not to wear the usual: vest and shorts. I'll just run to keep warm. Anyway, you can't swim in heavy clothing.

Q What kind of man would you like to rendezvous with in a darkened alley? Someone like us, eh?

Joanna: Someone who won't annoy me too much. He'd have to be intelligent enough to stand up for himself, but he'd also have to have a decent weapon, too.

Lara: I'm way too busy to be mucking around with that sort of thing. Besides, I like to keep a little of my mystique if possible. If you really must pry, it would have to be someone rich with an interest in archaeology and endangered species.

Q If not diamonds, what exactly *is* a girl's best friend?

Joanna: Nightvision. You never know when some irritating guard is going to flip a light switch. Mind you, a gun that sees through walls is always handy.

Lara: A pair of pistols. Want to know why? Infinite ammo. That's the secret.

Q Just one more. Any romance on the horizon at the moment?

Joanna: Not really. I've made a lot of interesting new friends recently, some of whom are out of this world (giggle). There's this one guy who keeps bugging me, though. He's a colleague, actually. Er, could you not print that?

Lara: None, I'm afraid. It's a bit awkward for me at the moment, as I'm currently trapped underneath a collapsed pyramid. If I survive, who knows?



Ooh! Don't you point that weapon at us, missy! We don't think too much of Jo's costume, but we're not going to say anything!

The Verdict

Judge Conker presiding

'Reckon Lara's taste in clothes should keep us fellas interested, eh? Still, Jo likes a man with a big weapon – I'm definitely right for her then. Hard to say who'd be up for more laffs of an evening, eh? Hey, what do I care? I'm off for a date with that Candy Kong!'



Now that's more like it. Luscious Lara's lovely long locks swing to and fro in the breeze. Where does she keep her hair clips, eh, fellas?

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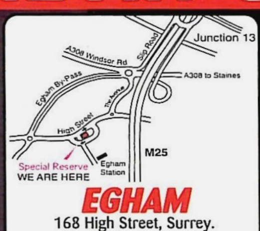
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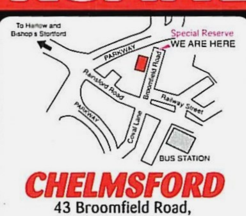
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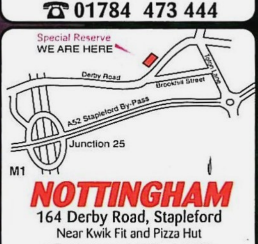


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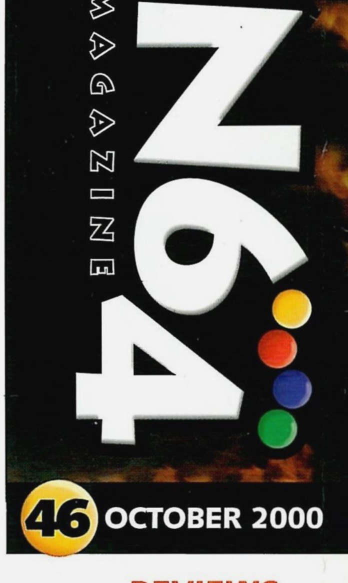
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